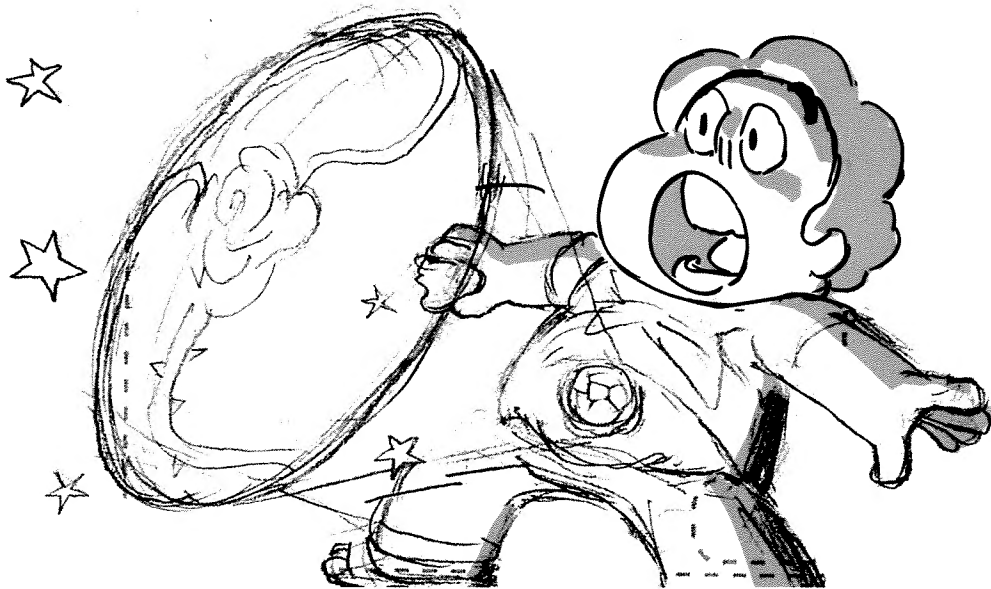


STEVEN UNIVERSE



"Gem Glow"

**DISTRIBUTION:
VIA DAX**

PRODUCTION #: 1020-003

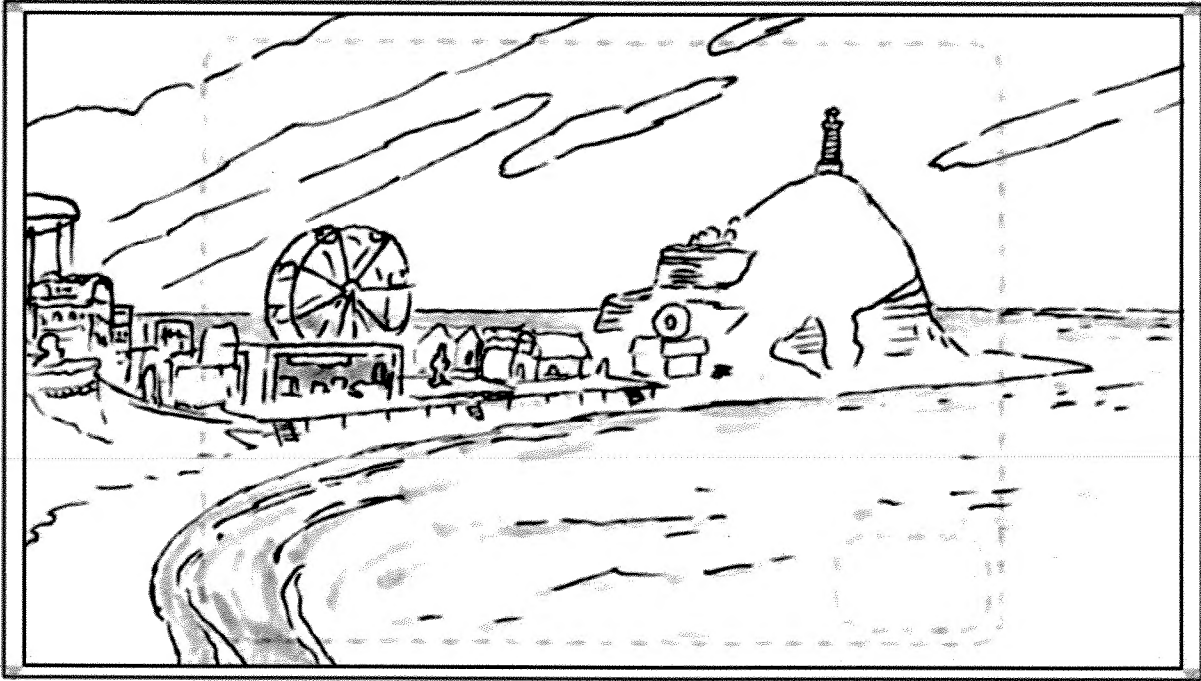
Date:	
Pitch	
Revised	
Approved	
Conformed	
Final	APR 10 2013

1020 003

1020 003

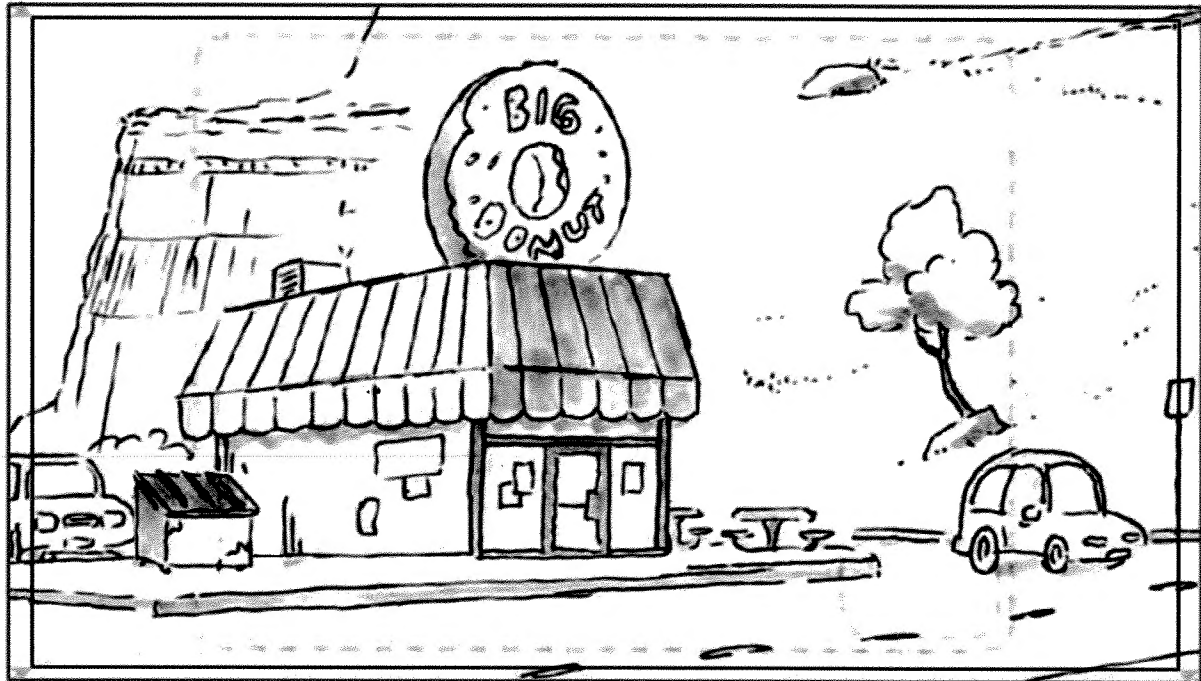
1020 003

Scene / Panel /



2¹¹

Scene 2 Panel /



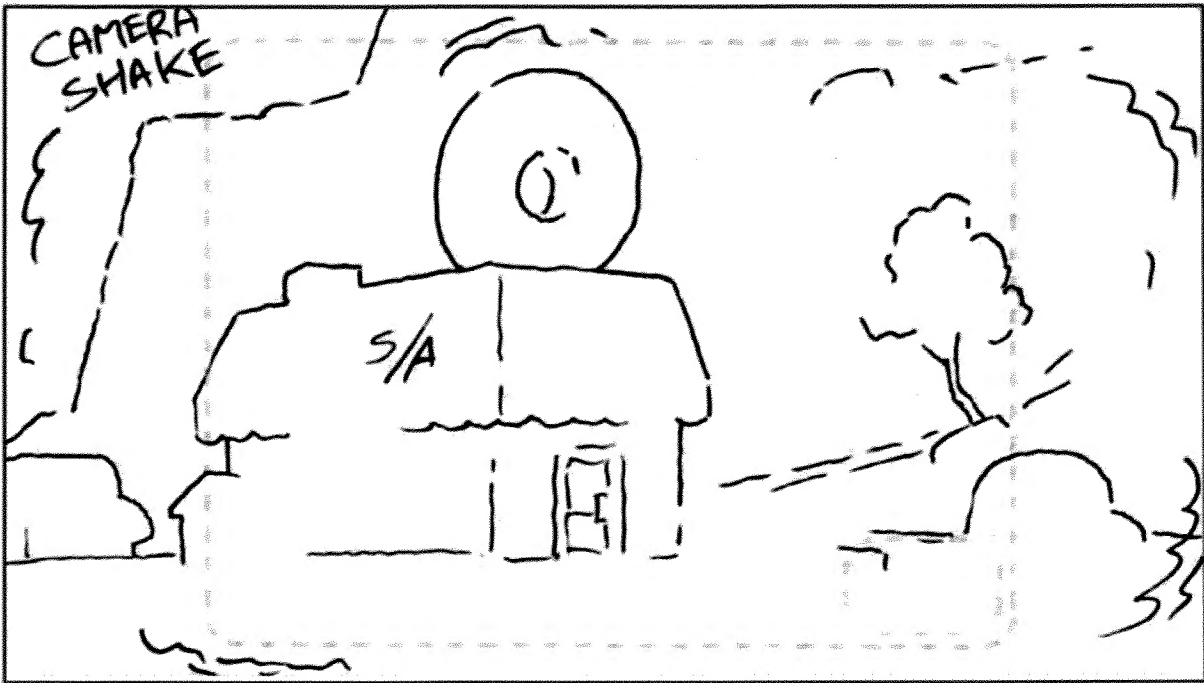
2⁰⁹

APR 10 2013

1020 003

1020 003

Scene **2 CONT** Panel **2**



Dialogue
Steven: Nooooooooooooo

Action Notes
Camera shake.

403

Scene **3** Panel **1**



Dialogue
Steven: This Can't be happening!

201

APR 10 2013

Scene	3 CONT	Panel	2
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Dialogue

Steven: This has to be a dream!

206

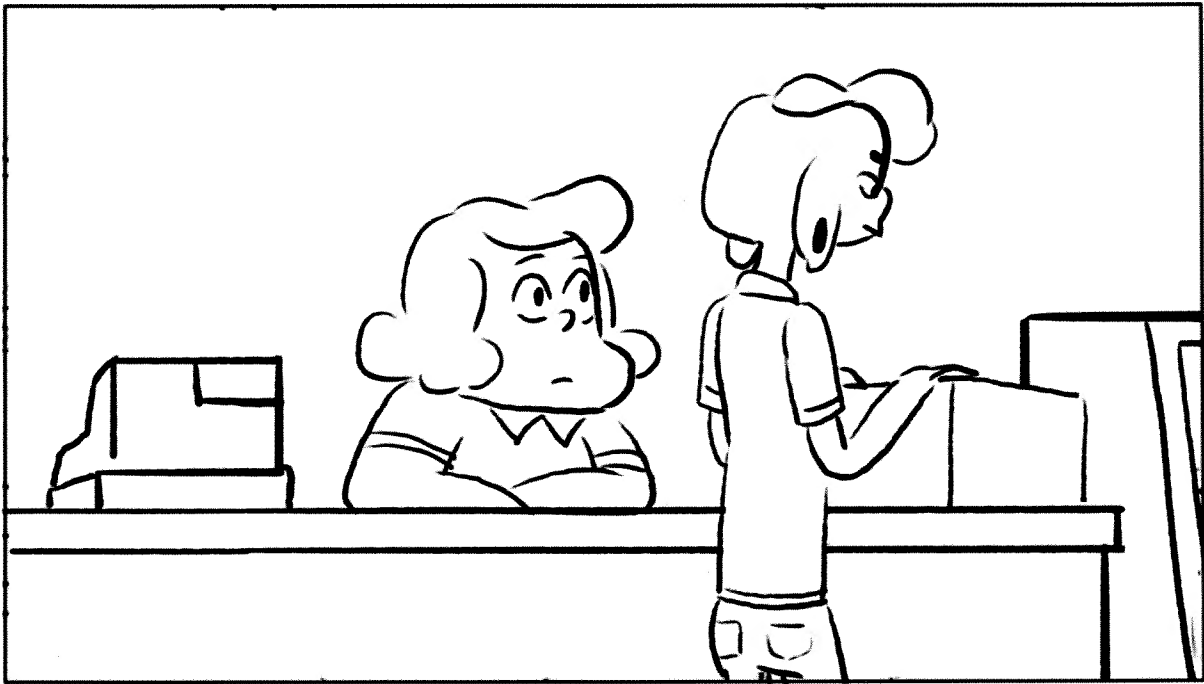
APR 10 2013

1020 003

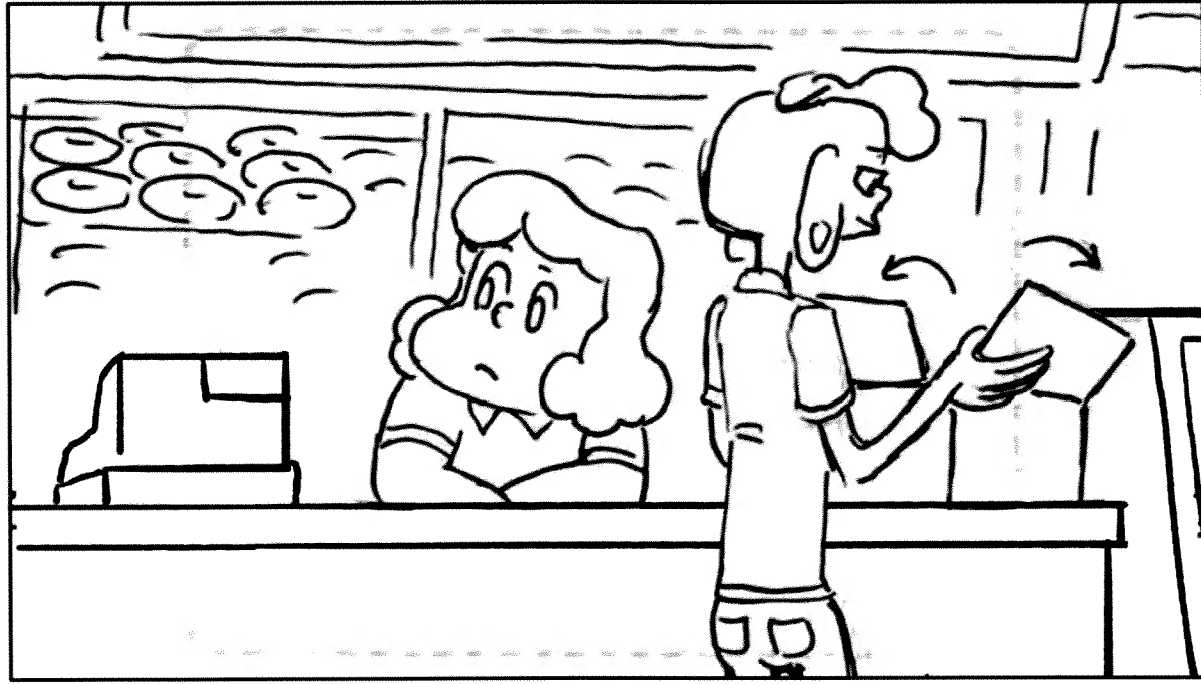
1020 003

1020 003

Scene 4 Panel 1



Scene 4 CONT Panel 2



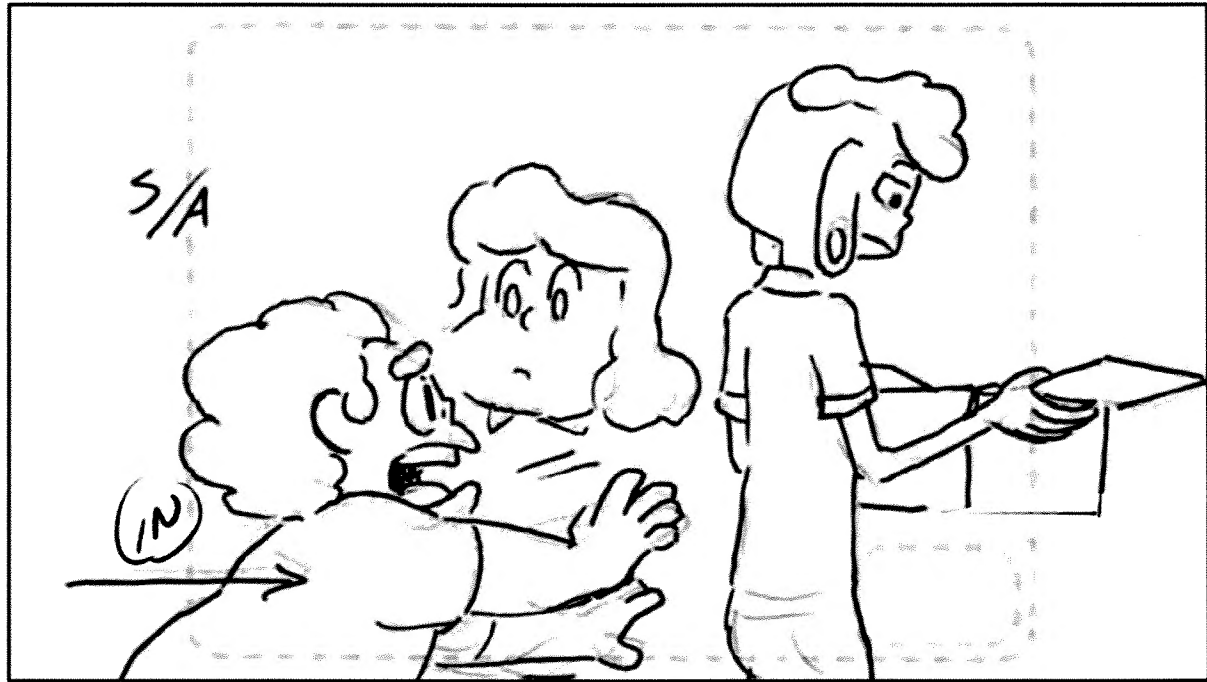
Dialogue
Steven: LAAAAAARS!

APR 10 2013

(SP)

Panels 1+2
109

Scene 4 CONT Panel 3



Dialogue
Steven: Lars!

Scene 4 CONT Panel 4



Dialogue
Steven: Please, tell me I'm dreaming!

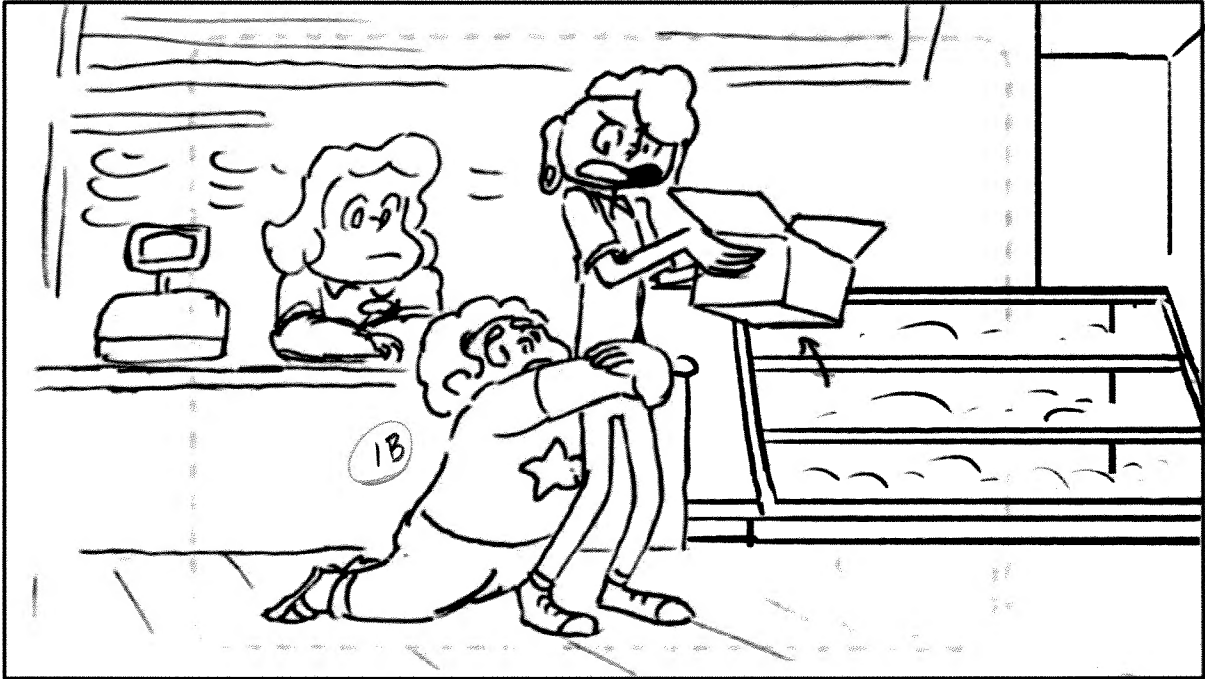
APR 10 2013

1020 003

1020 003

1020 003

Scene 5 Panel 1

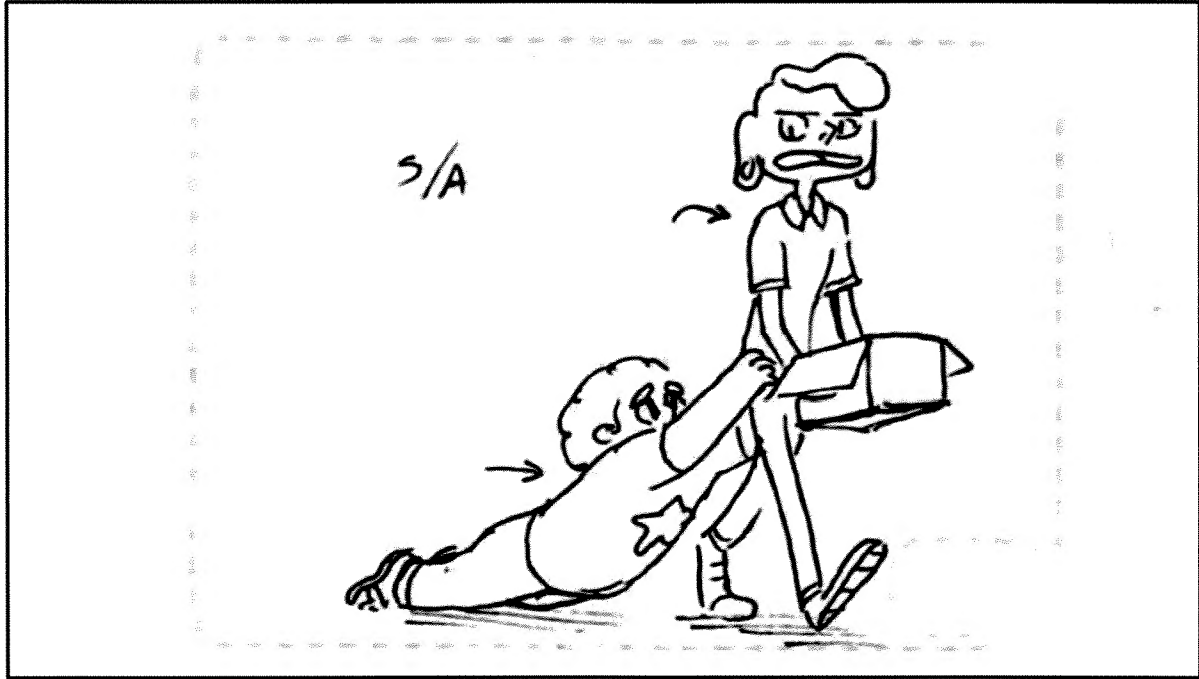


Dialogue
Lars: Get off me man!

1A SP

108

Scene 5 CONT Panel 2



Dialogue
Lars: I'm stocking here!

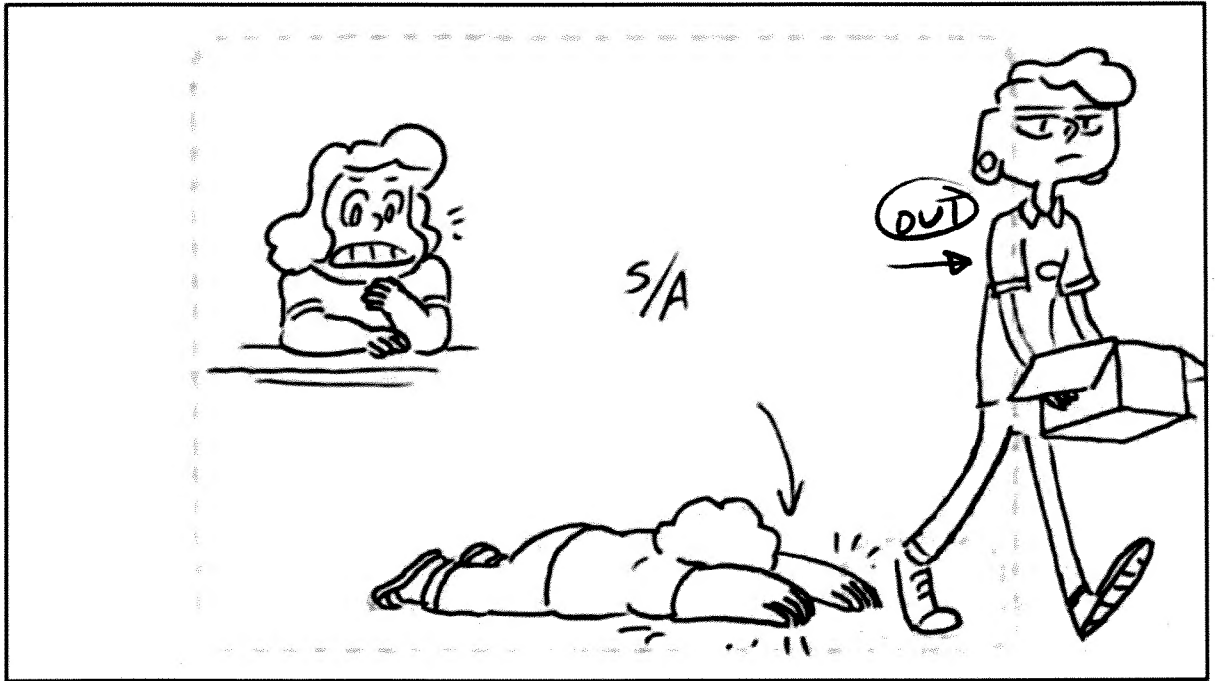
200

APR 10 2013

1020 003

1020 003

Scene 5 CONT Panel 3



Action Notes

Steven face plants on the floor "SPLAT"

100

Scene 6 Panel 1



Dialogue

Sadie: I'm sorry Steven, I guess they stopped making them!



501

1020 003

1020 003

Scene 6 CONT Panel 2



Dialogue
Steven: Stopped making them!!

Scene 6 CONT Panel 3



Dialogue
Steven: Why in the world would they stop making cookie cats!

APR 1 0 2013

203

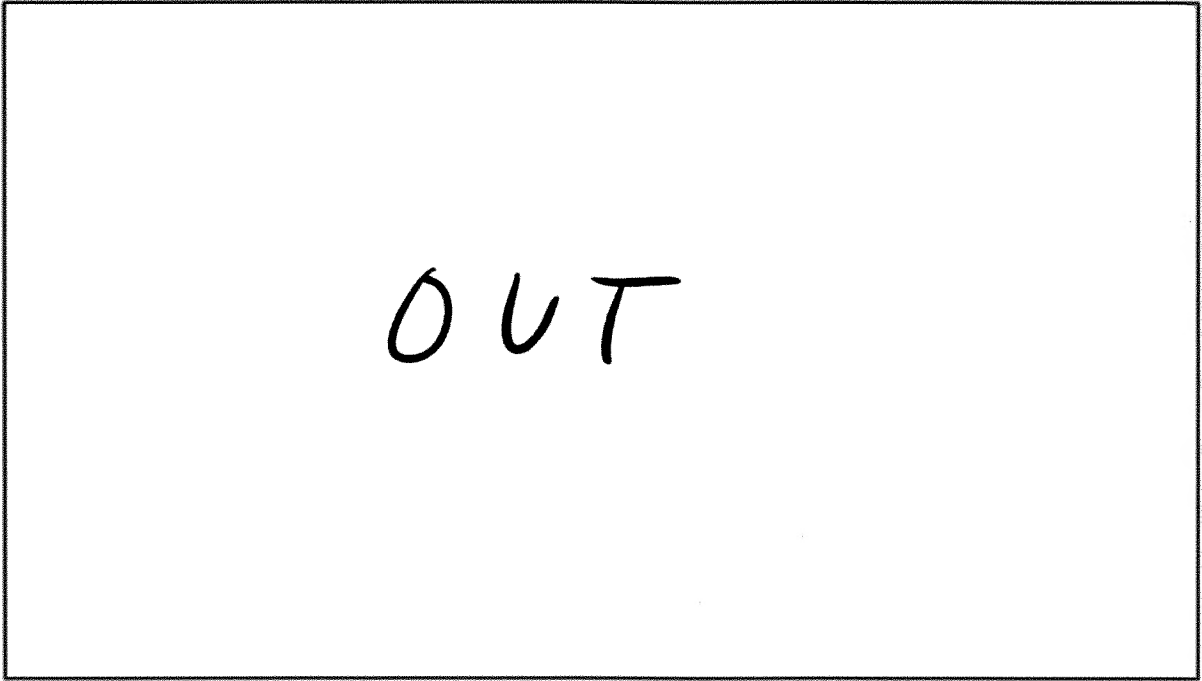
315

NO SC
7

Scene 6 cont Panel 4



Scene Panel

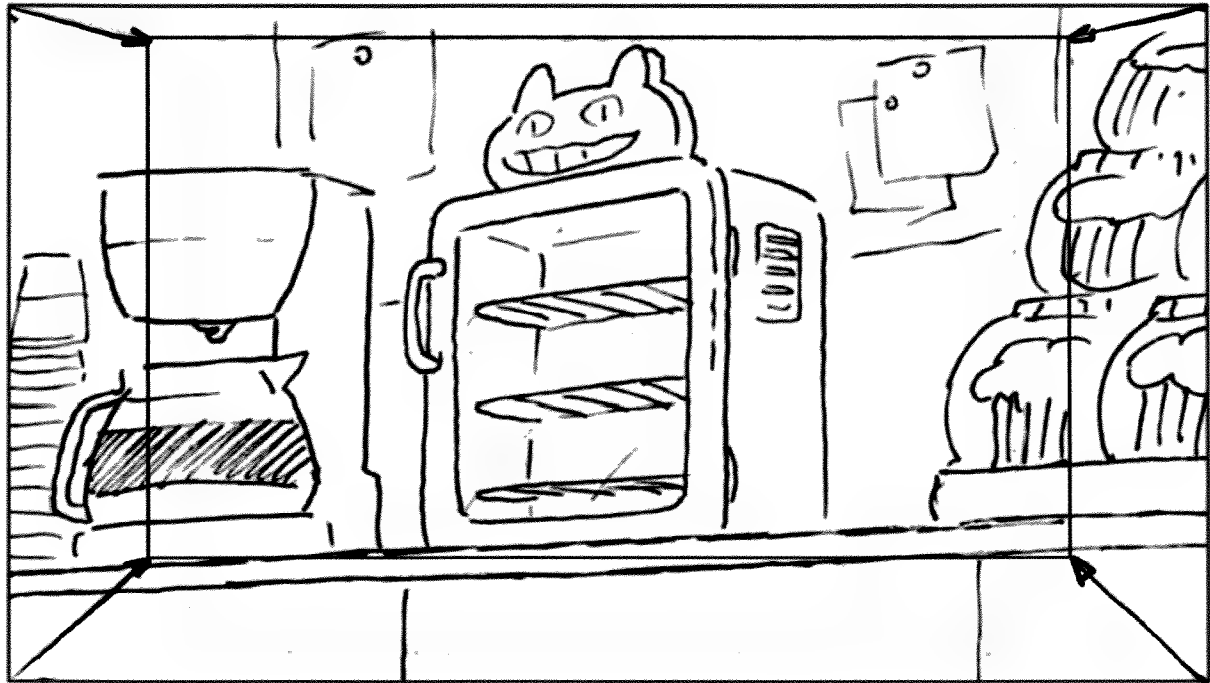


Dialogue
Steven: They're only the most...

106

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Scene 8 Panel 1



Dialogue

Steven: ... scrumpious and delicious ice cream sandwich ever made!

Action Notes

Camera push in

401

Scene 9 Panel 1



Dialogue

Steven: Don't they have laws for this?



APR 10 2013

214

Scene 9 CONT Panel 2



Dialogue

Lars: Tough bits man.

Action Notes

Camera pans screen left.

ADJ HOLD
11 100

Scene 9 CONT Panel 3



Dialogue

Lars: Nobody buys them anymore...

APR 10 2013

110

1020 003

1020 003

1020 003

Scene 9 CONT Panel 4

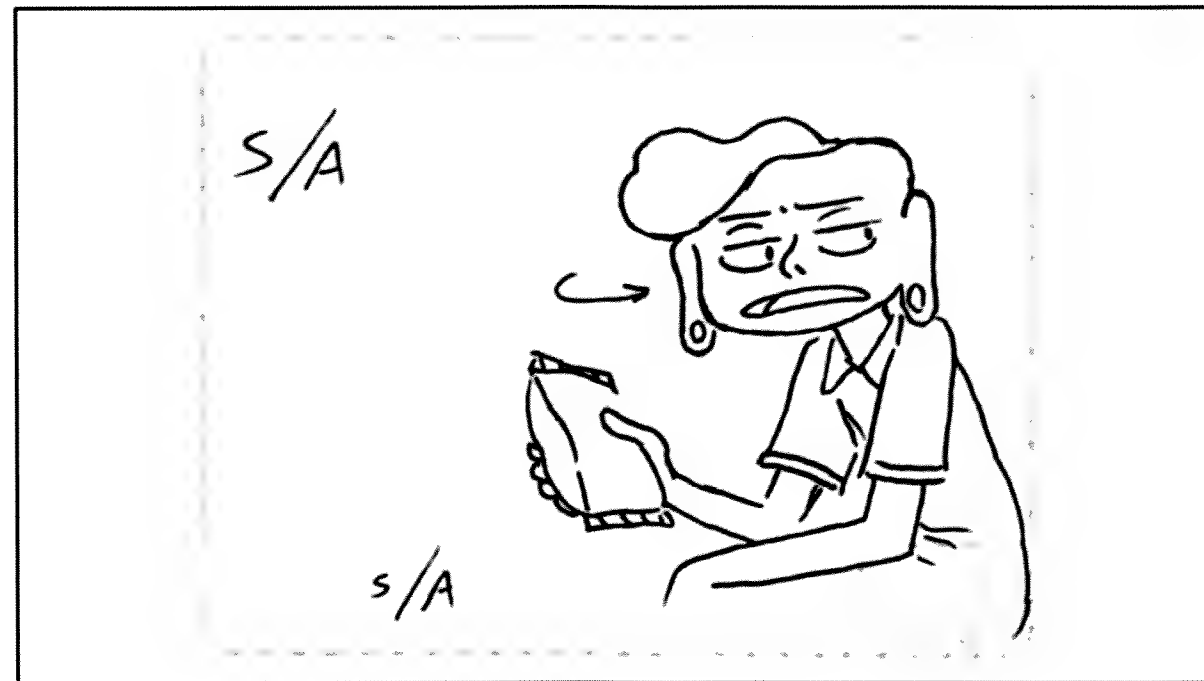


Dialogue

Lars: ... I guess they couldn't compete...

2⁰⁹

Scene 9 CONT Panel 5



Dialogue

Lars: ... with 'Lion Lickers'

1¹²

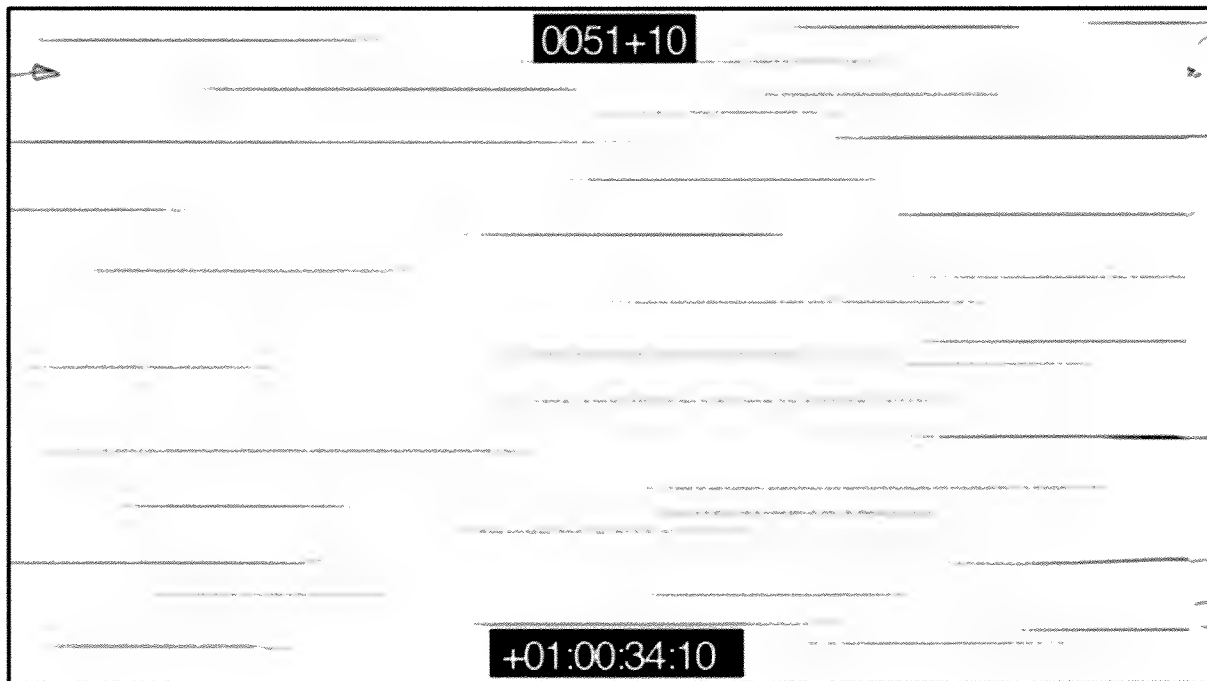
APR 10 2013

1020 003

1020 003

NO
SC 10

Scene 9 CONT Panel 6



Scene 9 CONT Panel 7



Dialogue

Steven: Aaawww...

Action Notes

Camera whip to

APR 10 2013

15

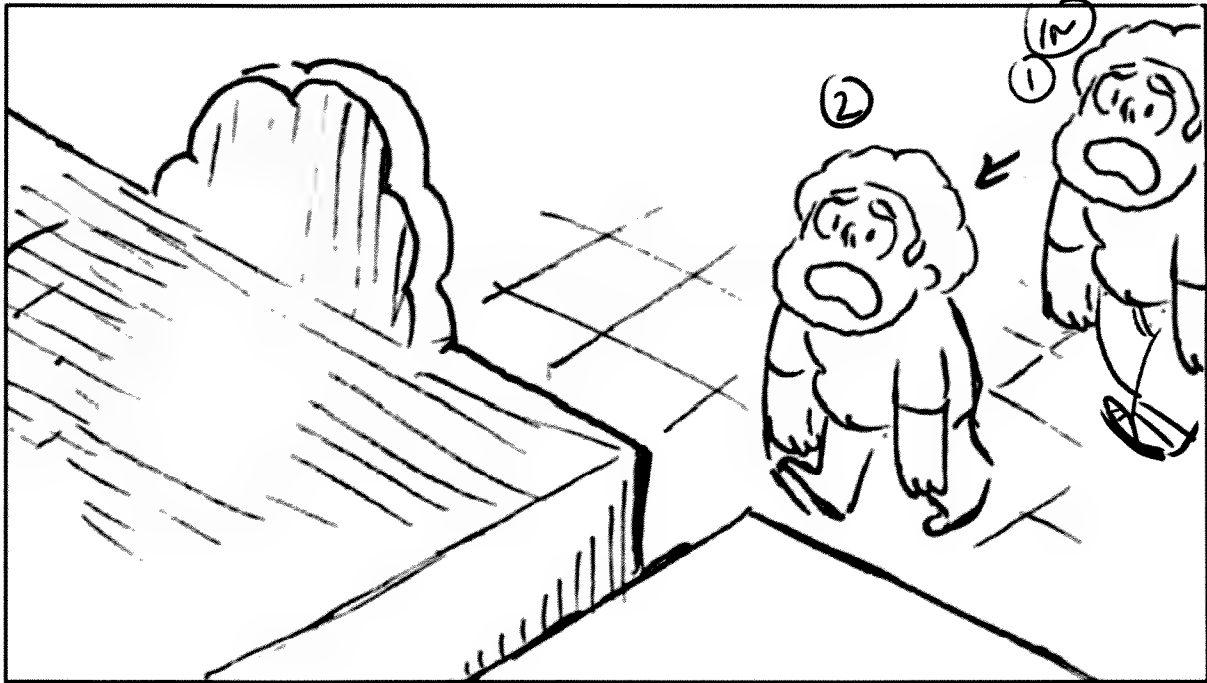
1020 003

003

1020 003

1020 003

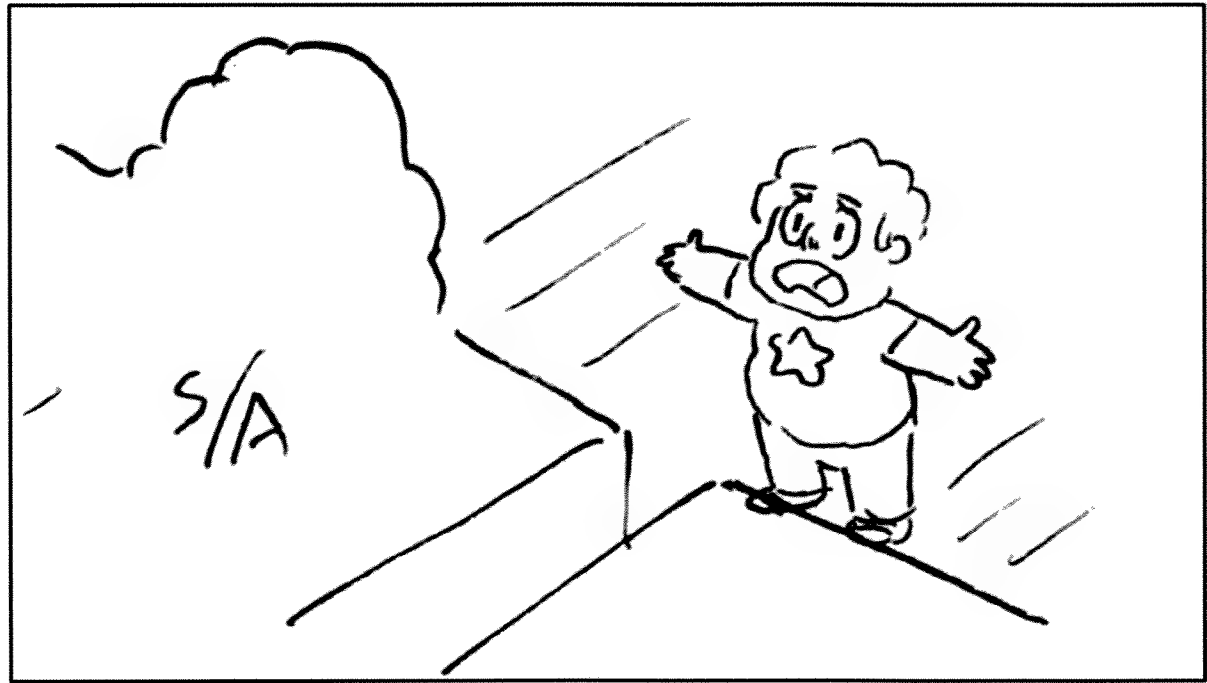
Scene 11 Panel 1



Dialogue
Steven: ... not Lion Lickers!

2⁰⁶

Scene 11 CONT Panel 2



Dialogue
Steven: Nobody likes them!

2⁰⁶

APR 10 2013

Scene

12

Panel

1



Dialogue

Steven: They don't even look like lions!

Scene

13

Panel

1

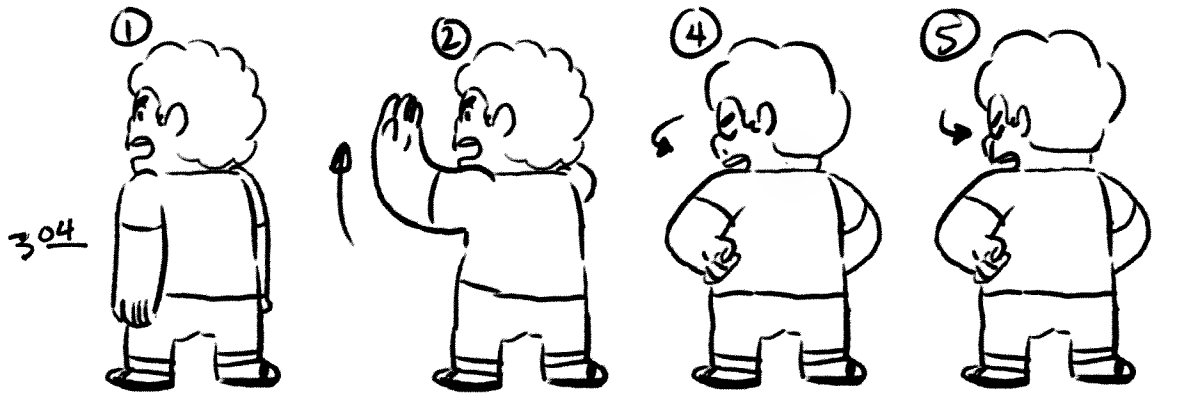


Dialogue

Steven: Kids these days I'll tell you what.

①-② — ③ — ④-⑤-④-⑤

APR 10 2013



Scene 13 CONT Panel 2

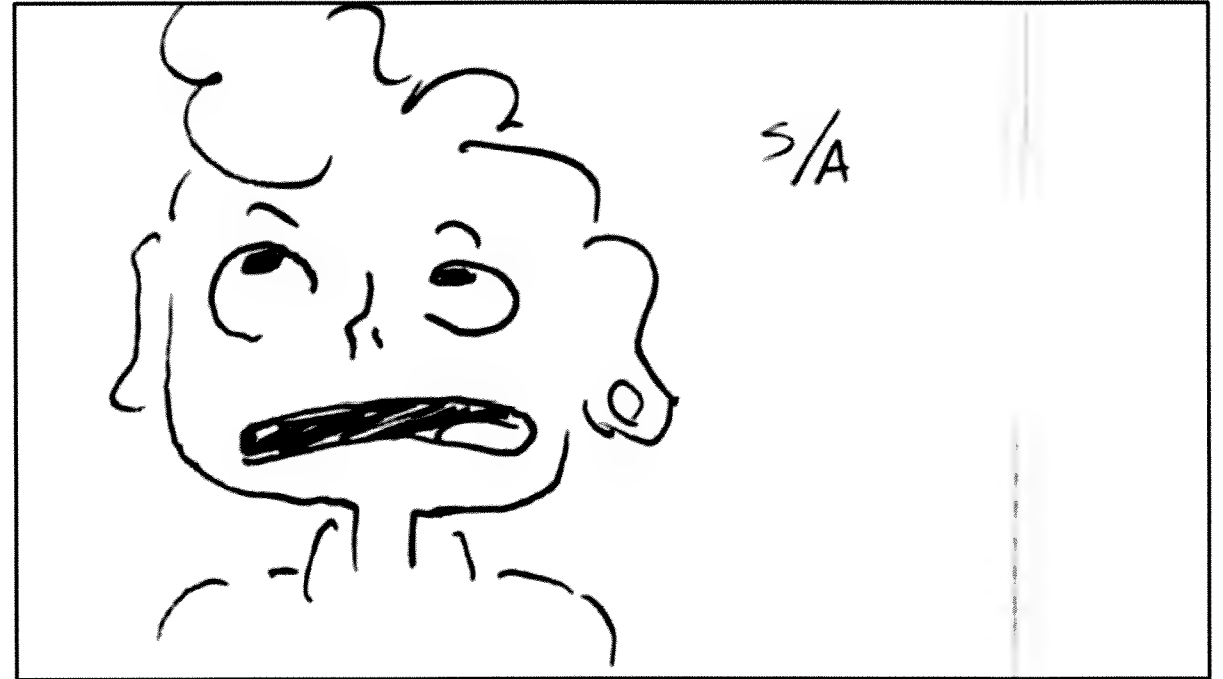


Dialogue ① ——— ② ——— ③ ———
 Lars: Well if you miss your wimpy ice cream so much, why don't you make some...



307

Scene 13 CONT Panel 3

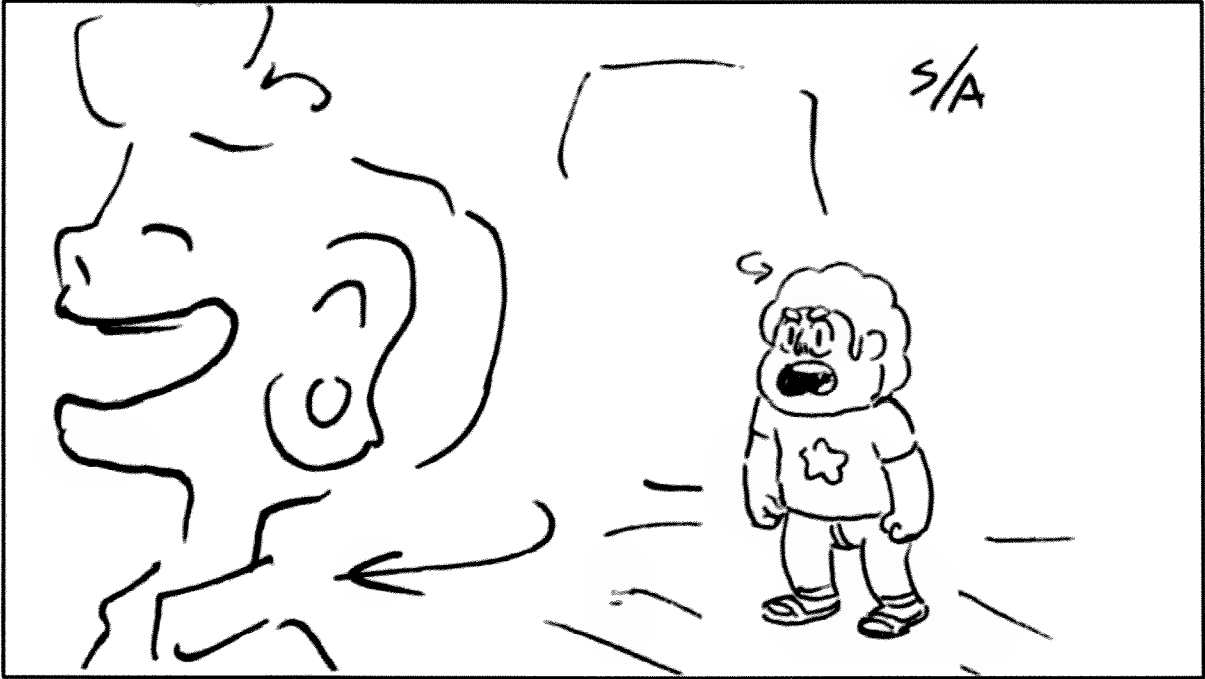


Dialogue
 Lars: ... with your magic...

202

APR 10 2013

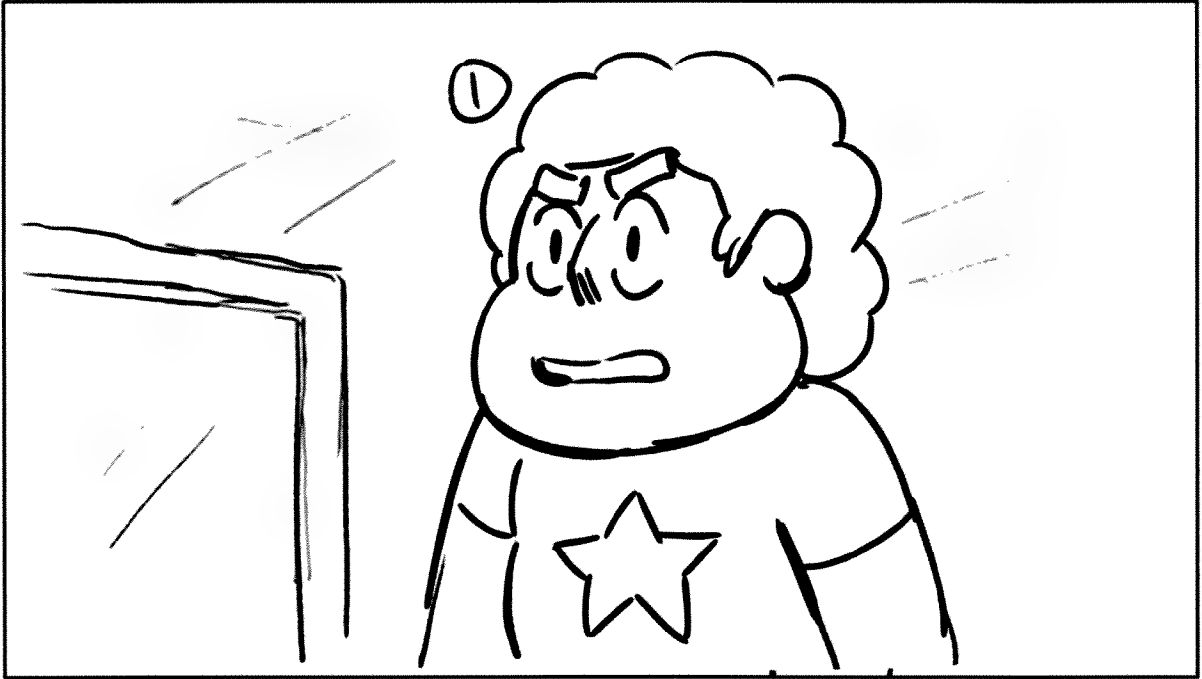
Scene 13 CONT Panel 4



Dialogue
Steven: That's not how it works Lars!

501

Scene 14 Panel 1



PANELS 1+2
114

APR 10 2013

1020 003

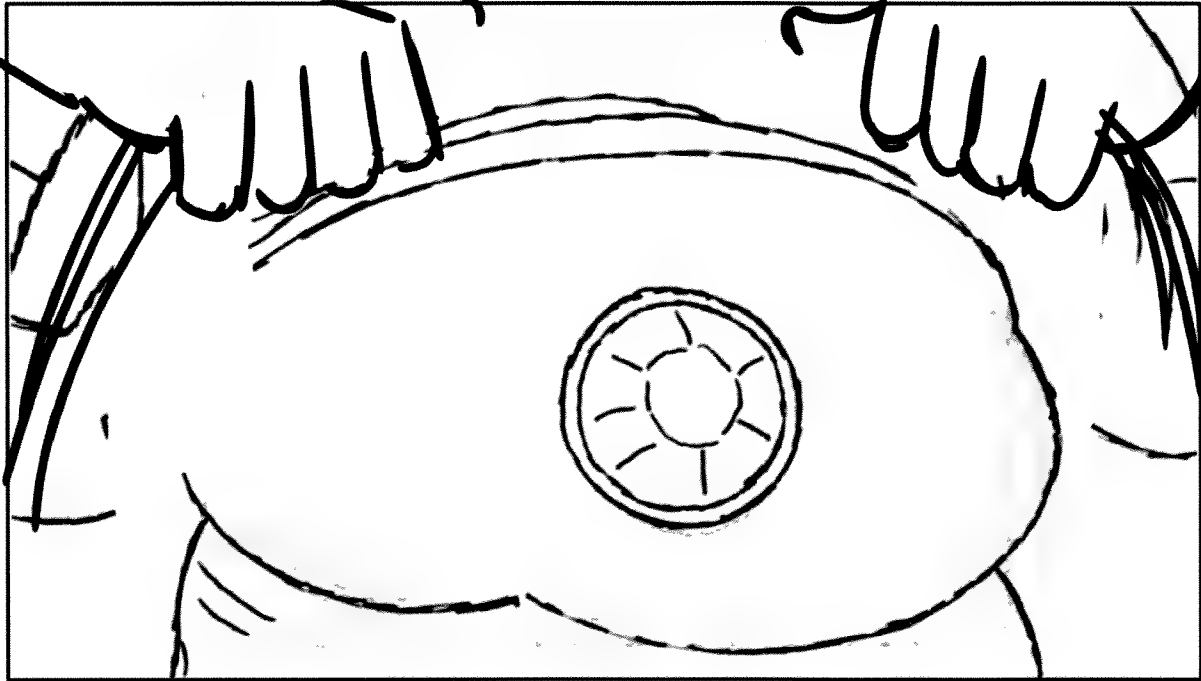
1020 003

Scene 14 CONT Panel 2



Dialogue
Steven: Right?

Scene 15 Panel 1



Action Notes

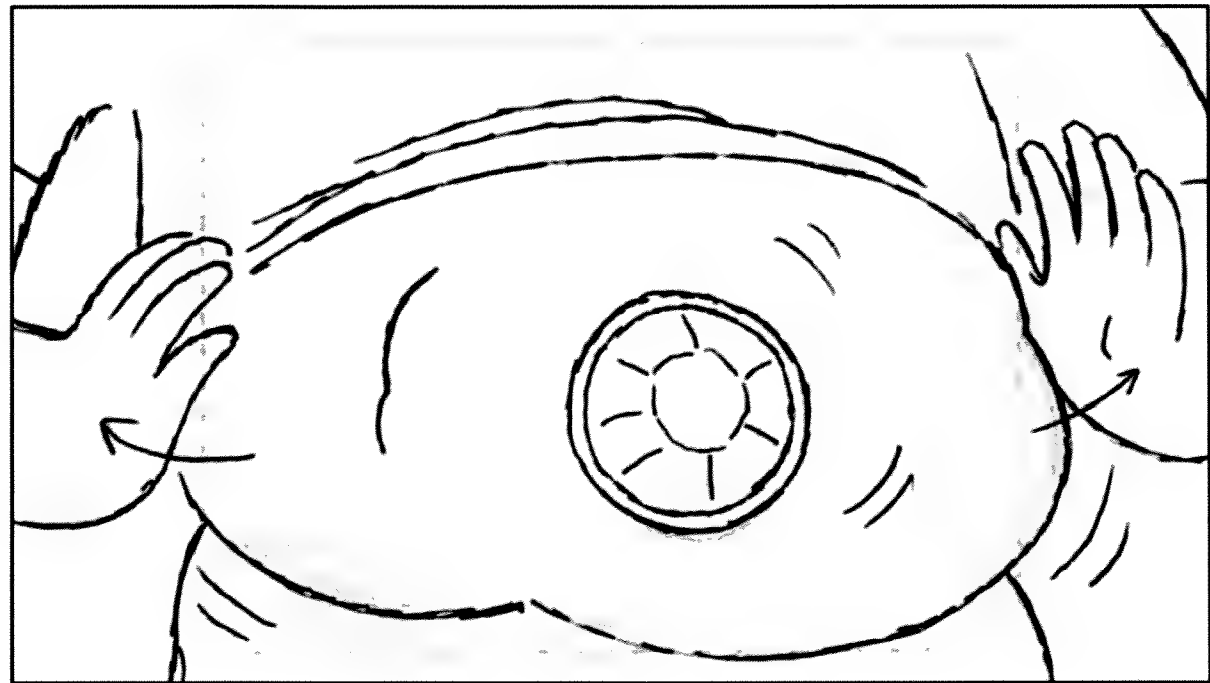
PANELS 1 through 3
O''

APR 10 2013

1020 003

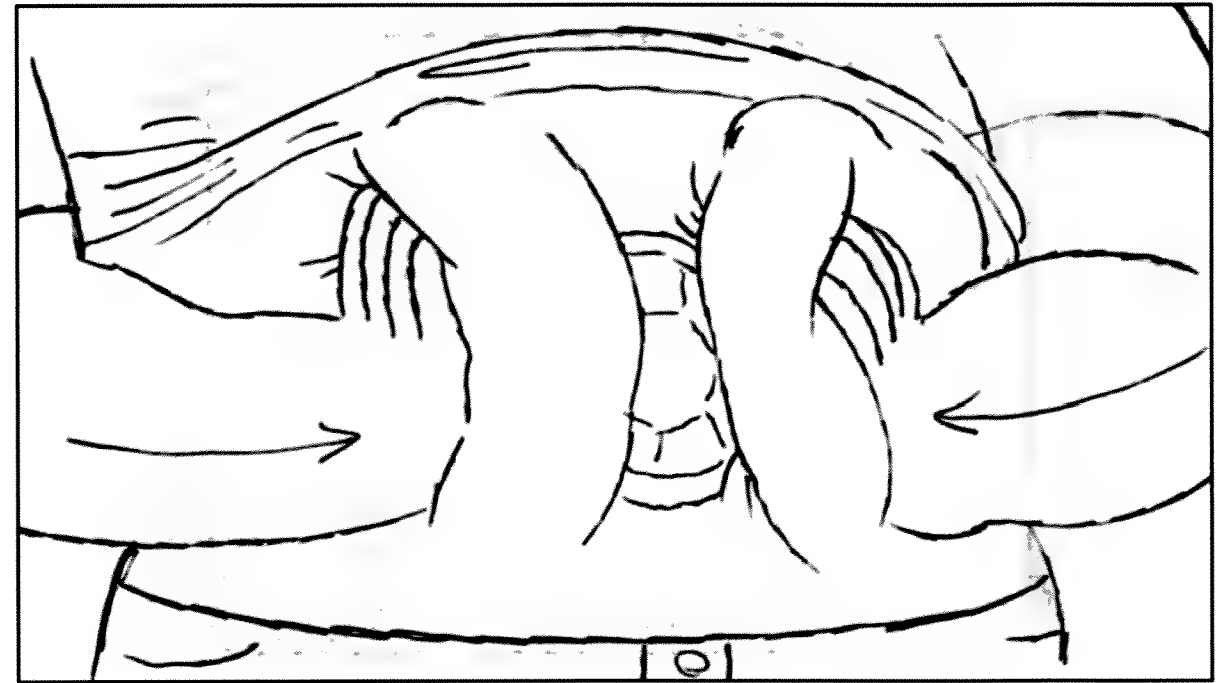
1020 003

Scene 15 CONT Panel 2



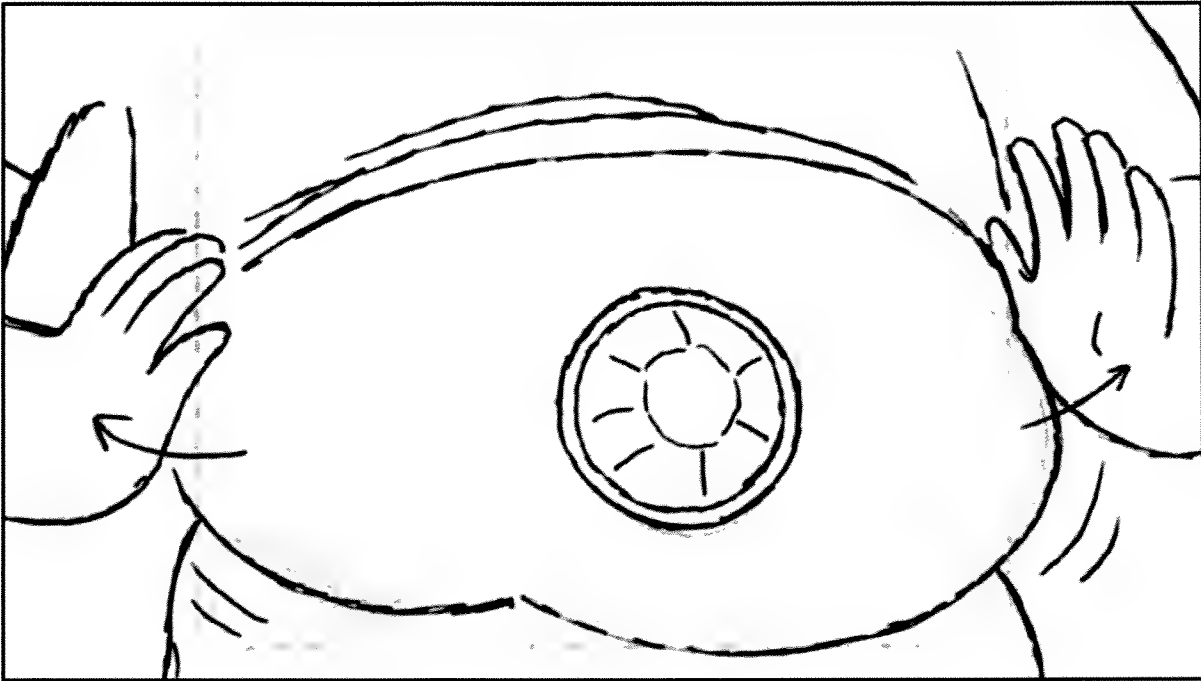
Action Notes
Steven's stomach jiggles like jello.

Scene 15 CONT Panel 3



APR 10 2013

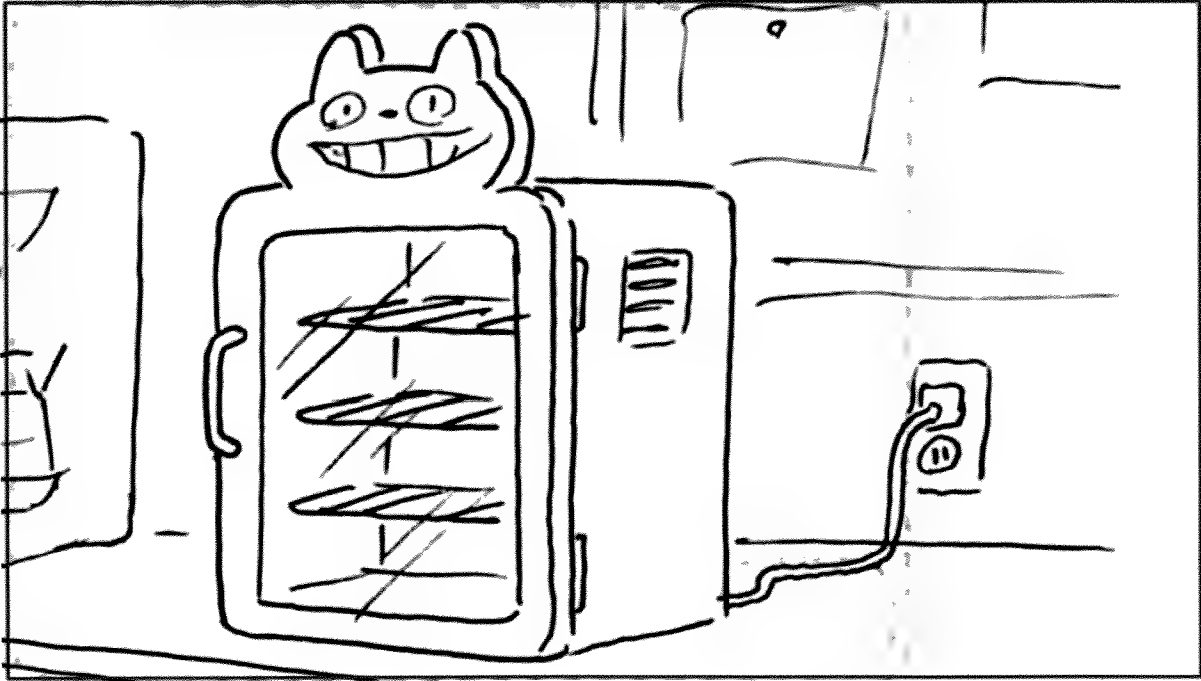
Scene	15 CONT	Panel	4
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Action Notes
Steven's stomach jiggles like jello.

114

Scene	16	Panel	1
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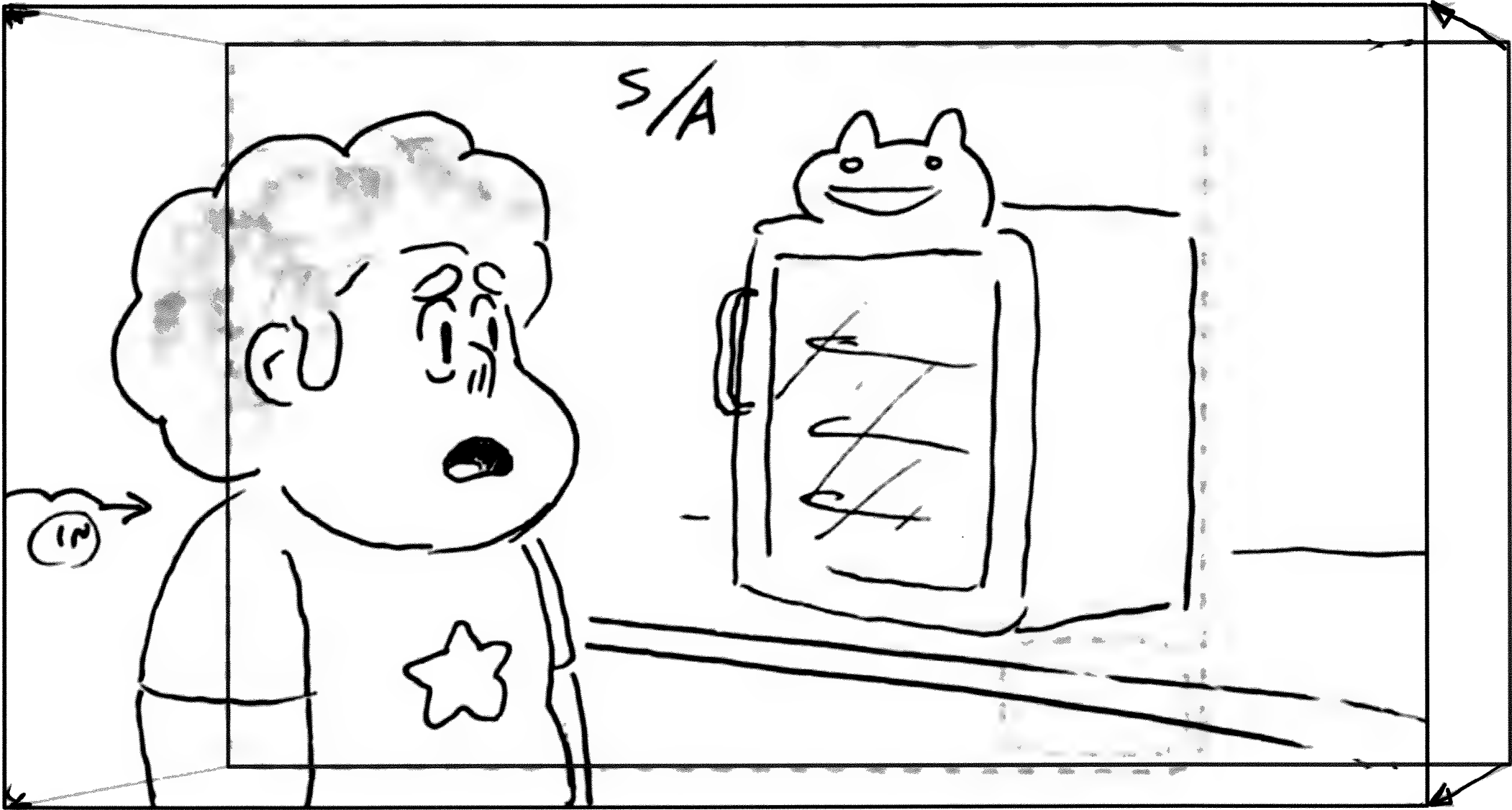
Dialogue
Steven: (Sigh)

204

APR 10 2013

20A NEXT

Scene	16 CONT	Panel	2
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Dialogue
Steven: ... Oh sweet cookie cats ...

ADJ HOLD
005 210

1020 003

1020 003

APR 10 2013

1020 003

Scene	16 CONT	Panel	3
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Dialogue
Steven: ... with your crunchy cookie outside ...

APR 10 2013

304

1020 003

1020 003

1020 003

2/1A NEXT

Scene 16 CONT Panel 4



Dialogue

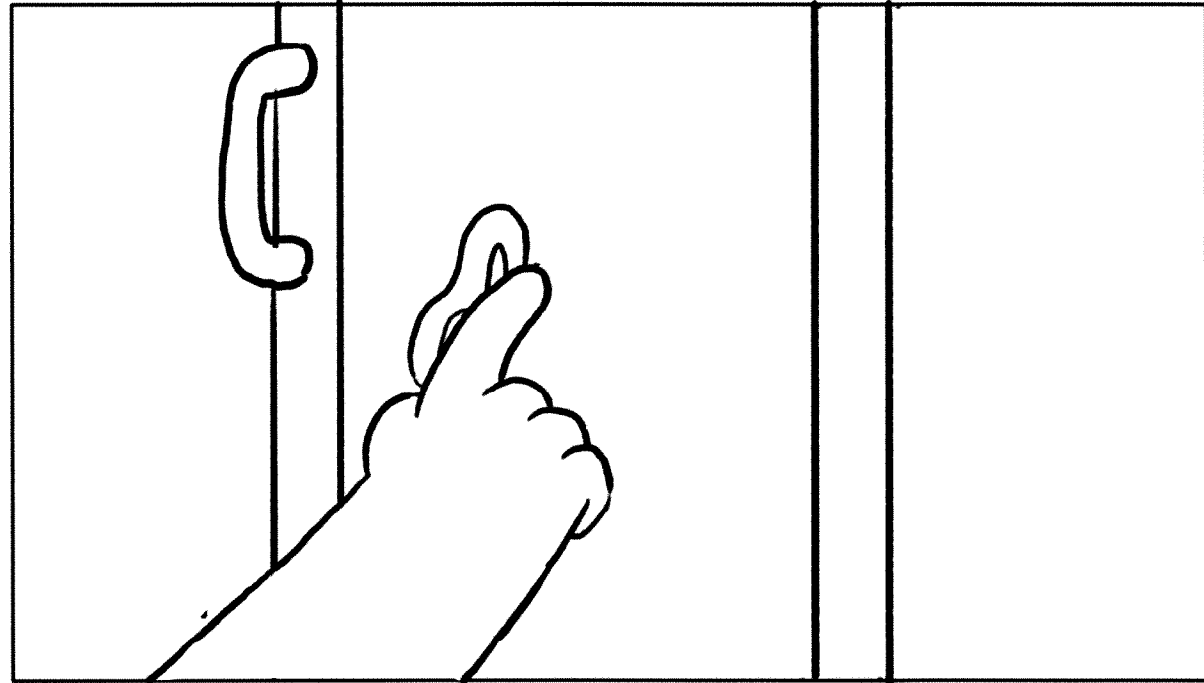
Steven: ... and your icy creamey insides ...

Action Notes

Steven starts to draw on the glass.



Scene 17 Panel 1



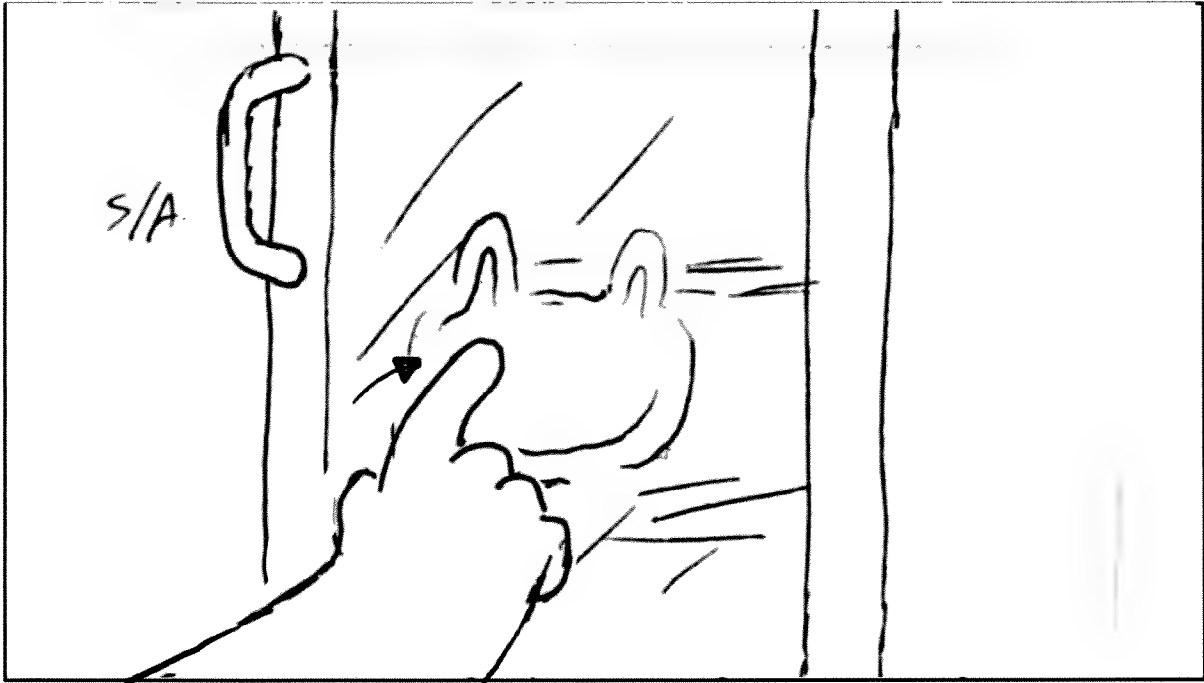
ACTION' ③ DRAWS CAT FACE ON GLASS

PANELS 1 through 3

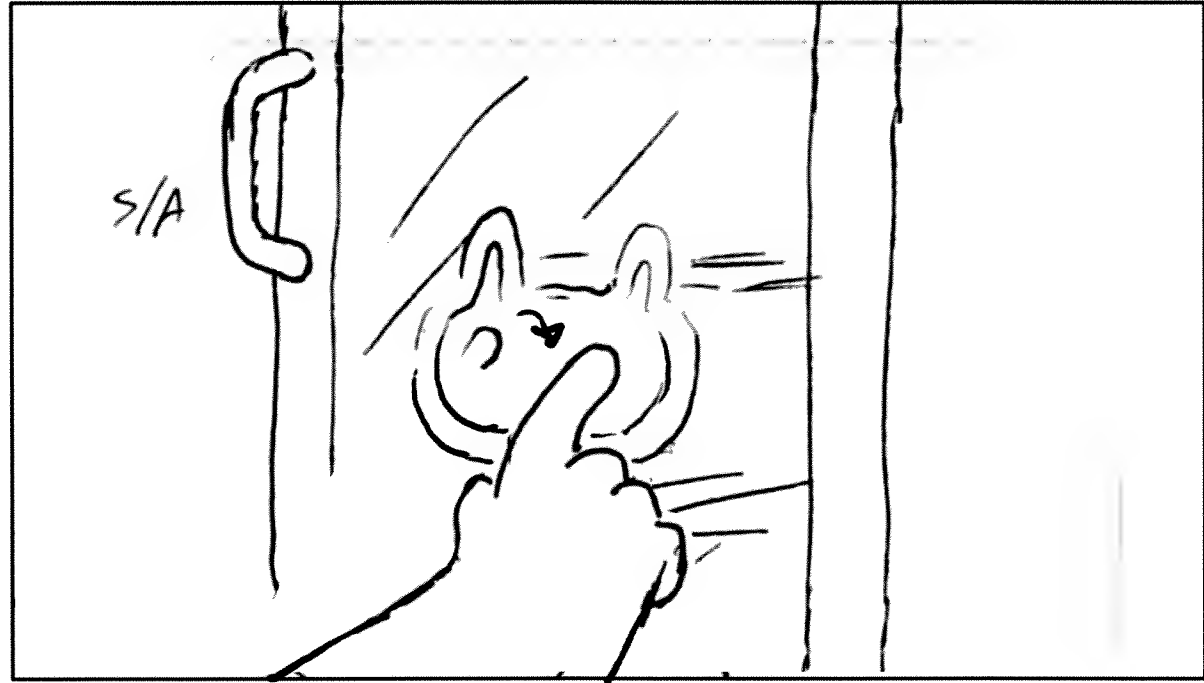
008

APR 10 2013

Scene 17 CONT Panel 2



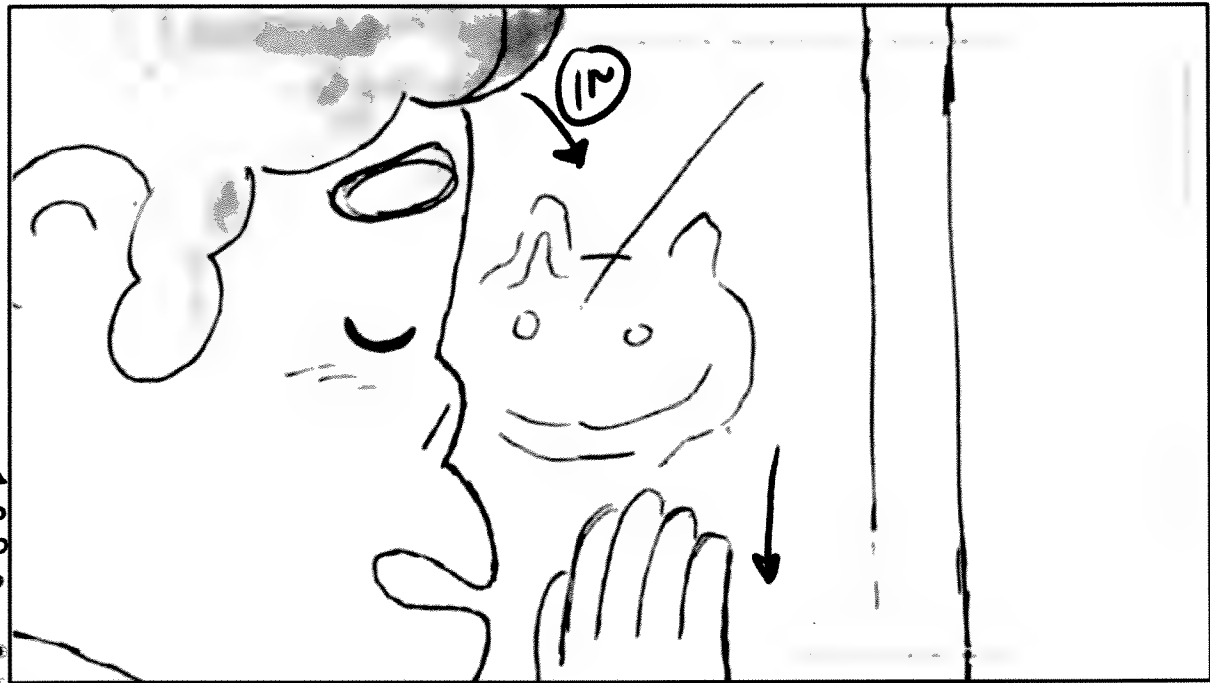
Scene 17 CONT Panel 3



APR 10 2013

NO PAGE 22

Scene 17 CONT Panel 4



Dialogue
Steven: You were to good for this world...

2 12

Scene 17 CONT Panel 5



Action Notes
Steven kisses the glass.

APR 10 2013

1 05

1020 003

1020 003

Scene 18 Panel 1



Dialogue
Sadie: Uh... Steven?

2¹⁵

Scene 19 Panel 1



APR 10 2013

2⁰³

24A NEXT

Scene	20	Panel	1
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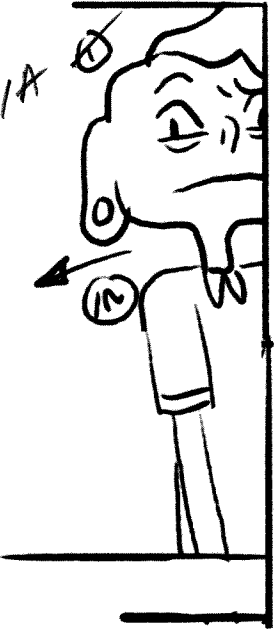


Dialogue

Sadie: Do you wanna take the freezer with you?

CAMERA ADJUSTS RIGHT
LAPS LEANS INTO SCREEN

302



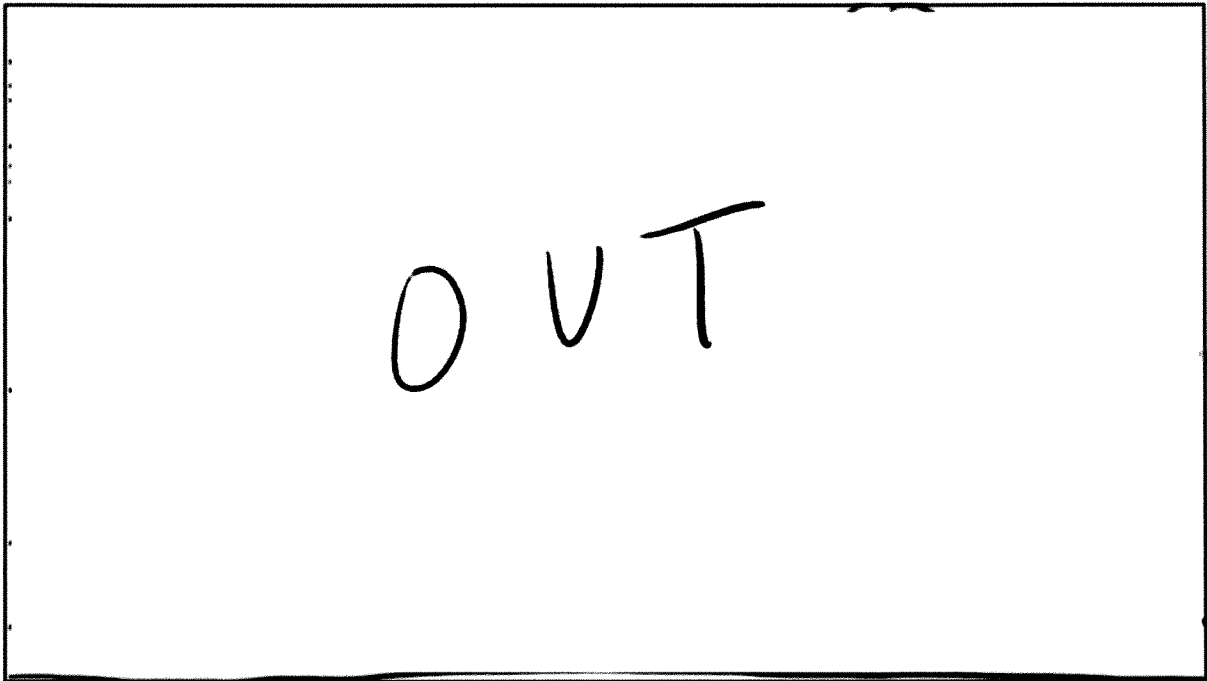
APR 10 2013

1020 003

1020 003

1020 003

Scene	Panel
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Scene 21	Panel 1
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Action Notes Head cycles A B A B A B A cycle A+B x3 + A O ¹³ APR 10 2013

1020 003

1020 003

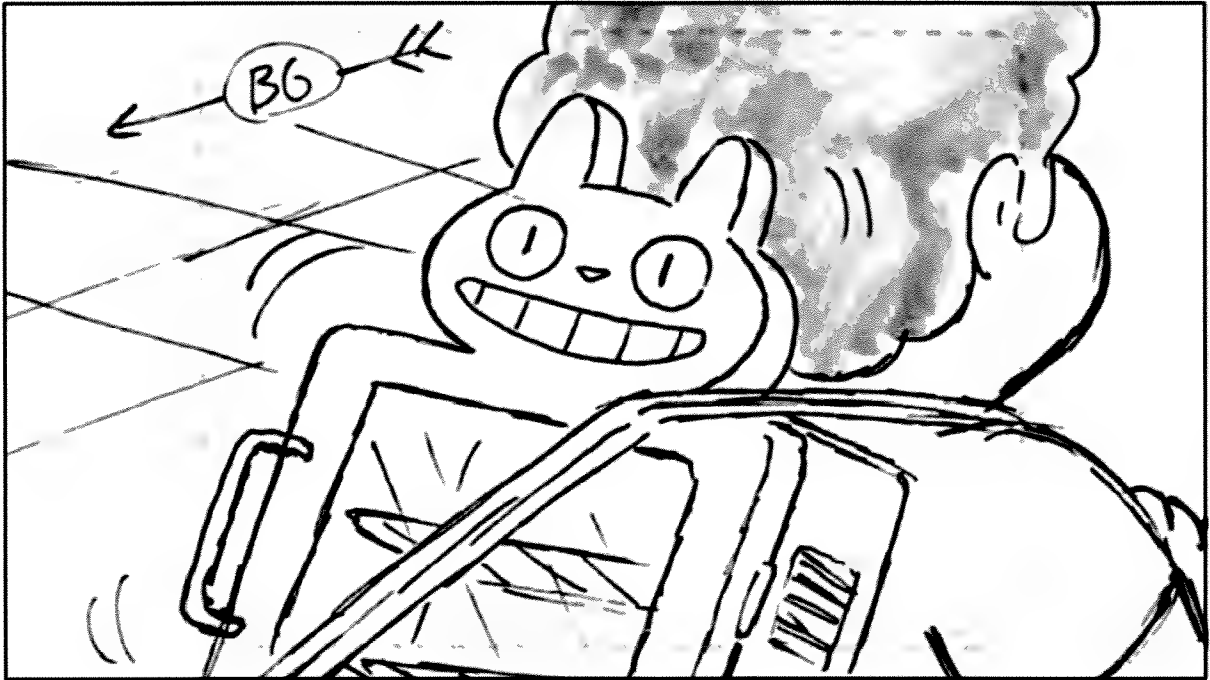
NO PG 26

Scene	21 CONT	Panel	2
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Action Notes
Head cycles A B A B A B A

Scene	22	Panel	/
-------	----	-------	---



Dialogue
Steven noise: (Humming)

APR 10 2013

Action Notes
The cookie cat freezer bounces on his back as he runs.

Background pans from right to left.

204

1020 003

1020 003

1020 003

Scene

23

Panel

1



Dialogue
Steven noise: (Humming continues)

ACTION:
cycle w/ NEXT

PANELS 1+2
203

Scene

23 CONT

Panel

2

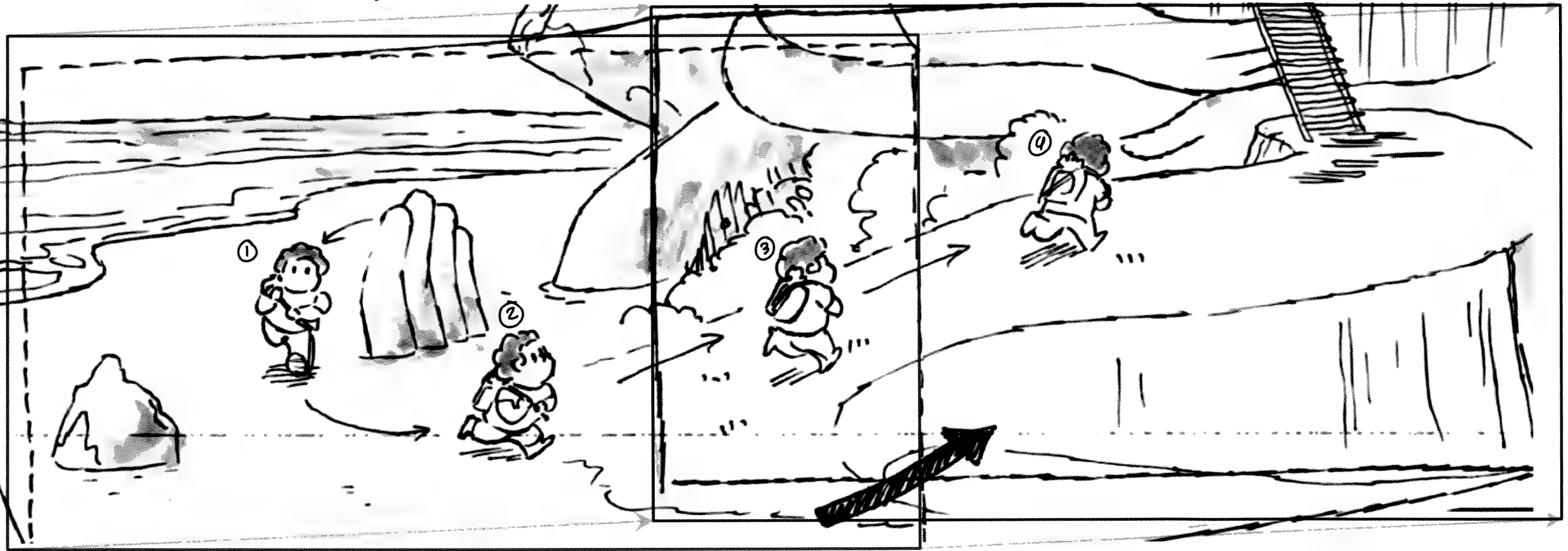


Dialogue
Steven noise: (Humming continues)

APR 10 2013

1020 003

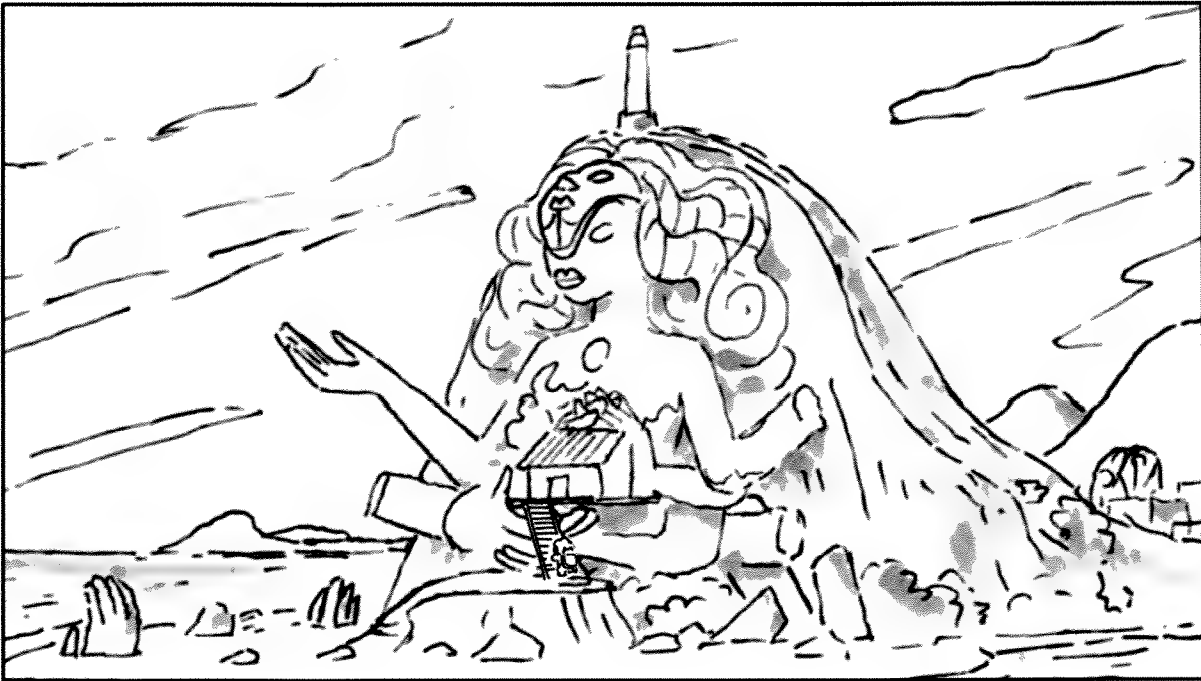
Scene	25	Panel	1
-------	----	-------	---



Dialogue
Steven noise: (Humming continues)
APR 10 2013

Action Notes
Camera pans from screen left to the right.
HOLD 103 ADJ 315

Scene *He* Panel *1*

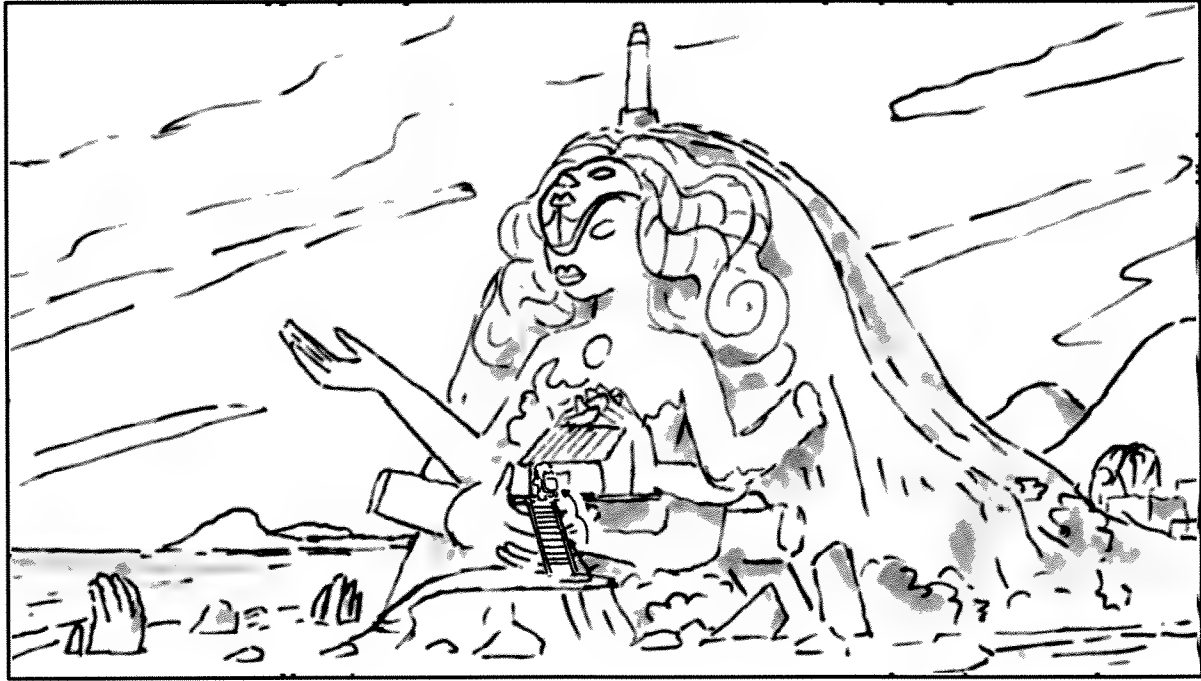


Dialogue
Steven noise: (Humming finishes)

ACTION:
STE jogs up stairs

PANELS 1+2
309

Scene *26 CONT* Panel *2*



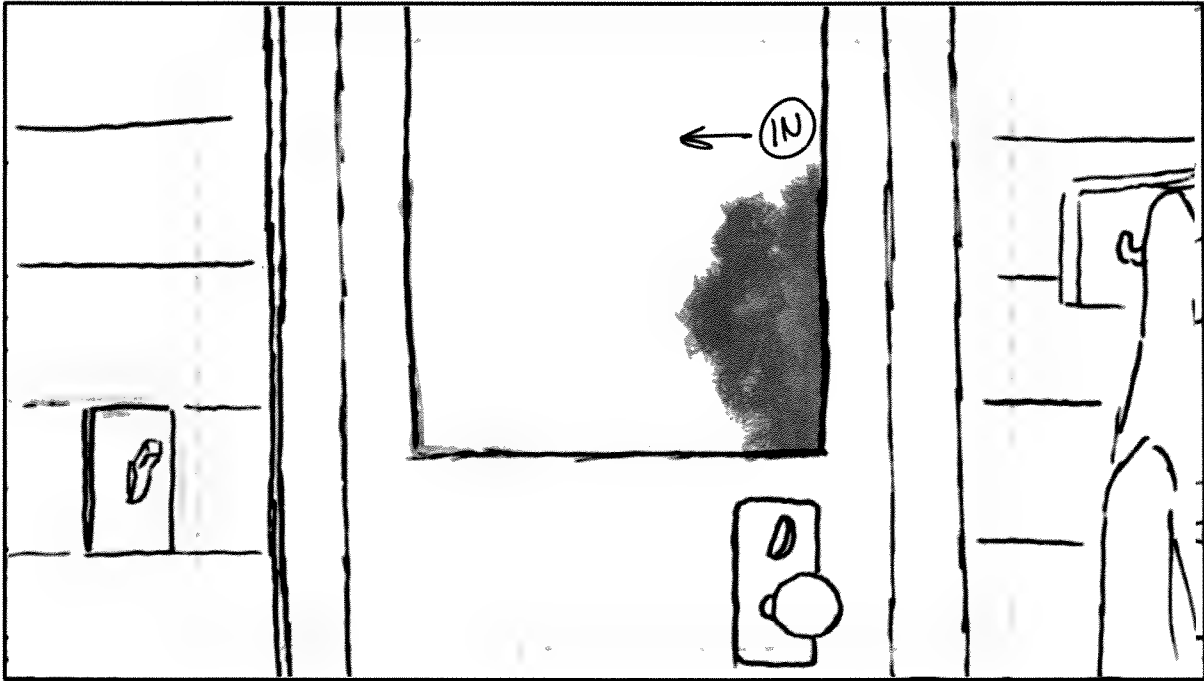
APR 10 2013

1020 003

1020 003

1020 003

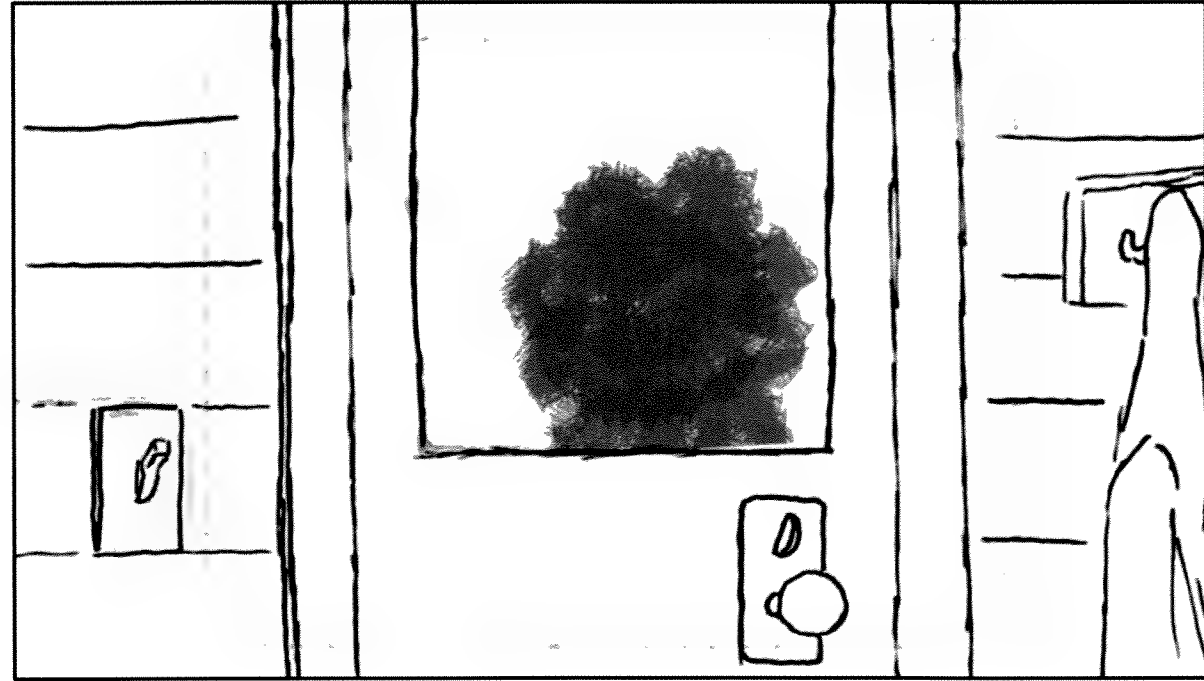
Scene 27 Panel 1



Dialogue
Steven noise: (Humming finishes)

PANELS 1+2
008

Scene 27 CONT Panel 2



APR 10 2013

1020 003

1020 003

1020 003

Scene

27 CONT

Panel

3



Dialogue

Steven: Hey guys!

PANELS 3+4
312

Scene

27 CONT

Panel

4



Dialogue

Steven: You won't believe this!

APR 10 2013

1020 003

1020 003

1020 003

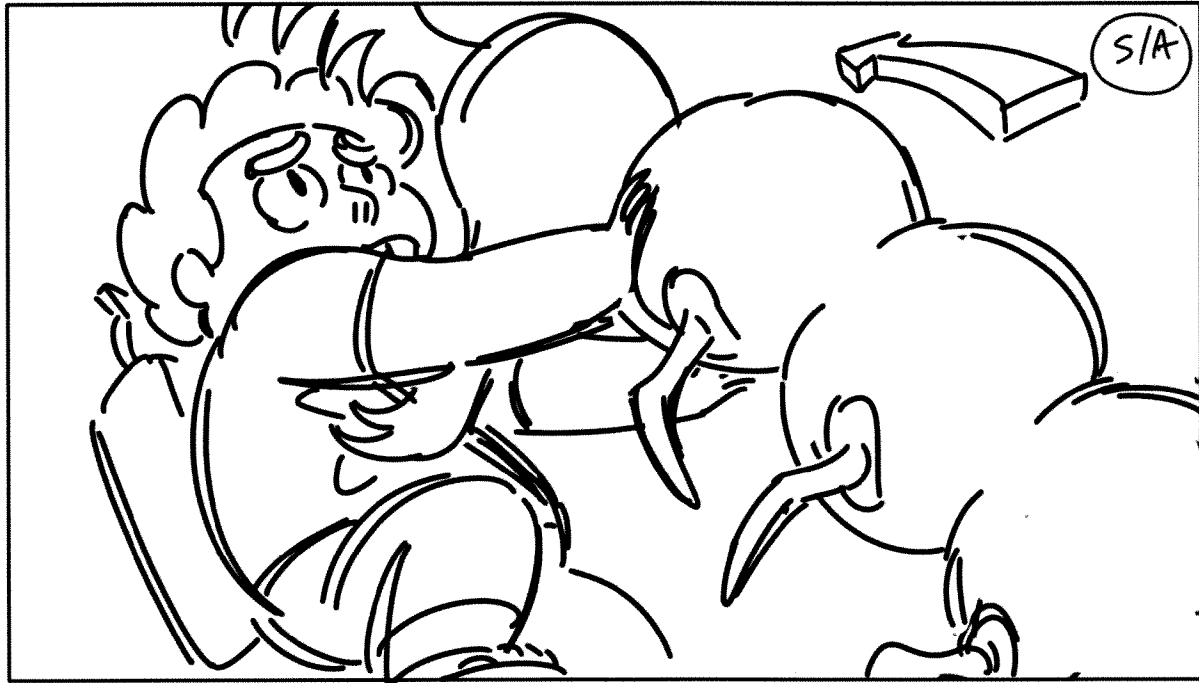
Scene 27CONT Panel 4A



Dialogue
Centipeetle Noise: (gnashes its' jaw at Steven)

010

Scene 27CONT Panel 4B



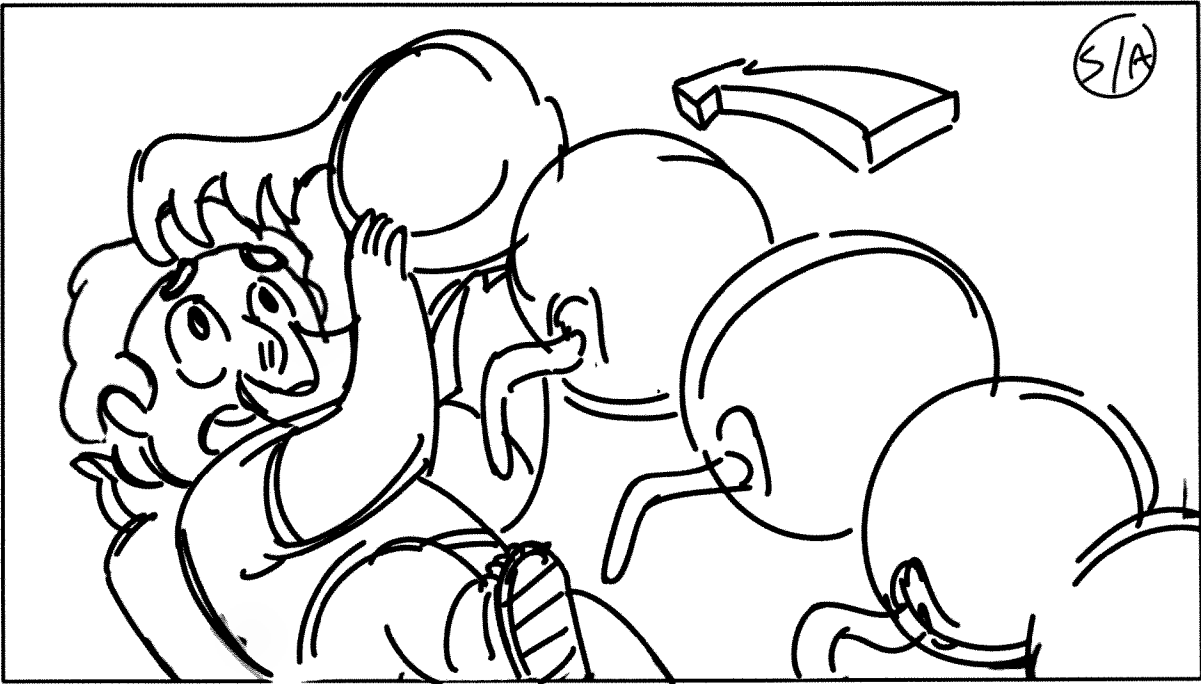
PANELS 4+5
004

APR 10 2013

1020 003

1020 003

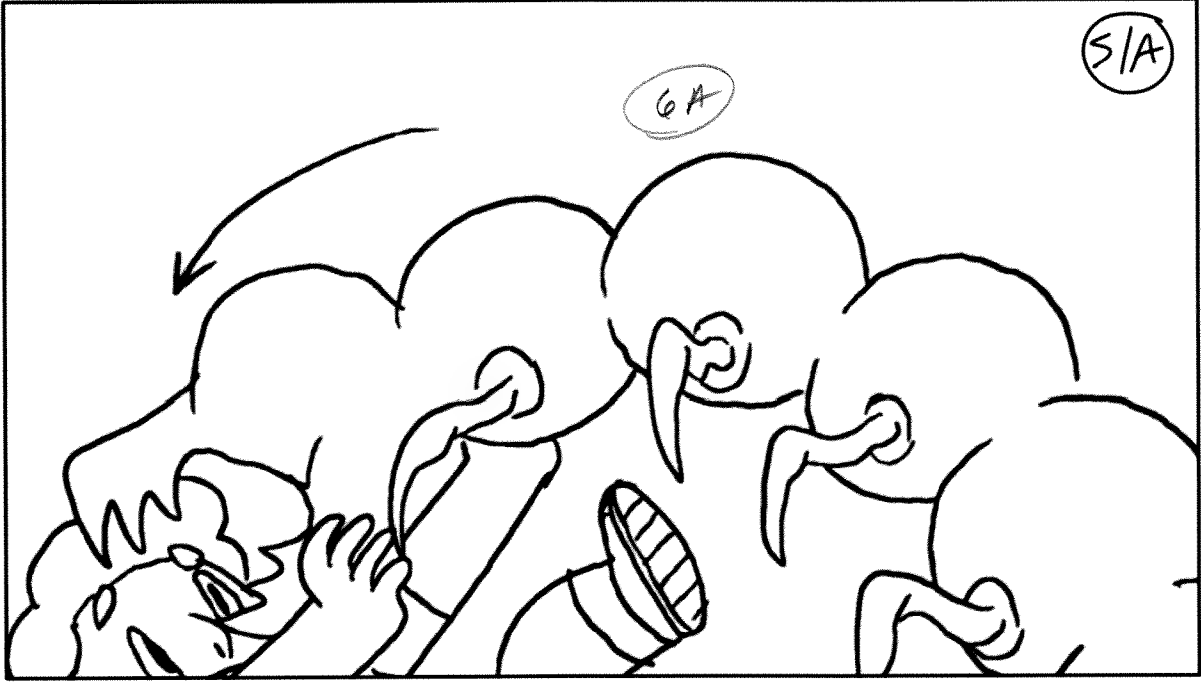
Scene 27 CONT Panel 5



Dialogue
Centipeetle Noise: (Continues to gnashes its' jaw at Steven)

Steven noise: AAA!

Scene 27 CONT Panel 6



Dialogue
Centipeetle Noise: (Continues to gnashes its' jaw at Steven)

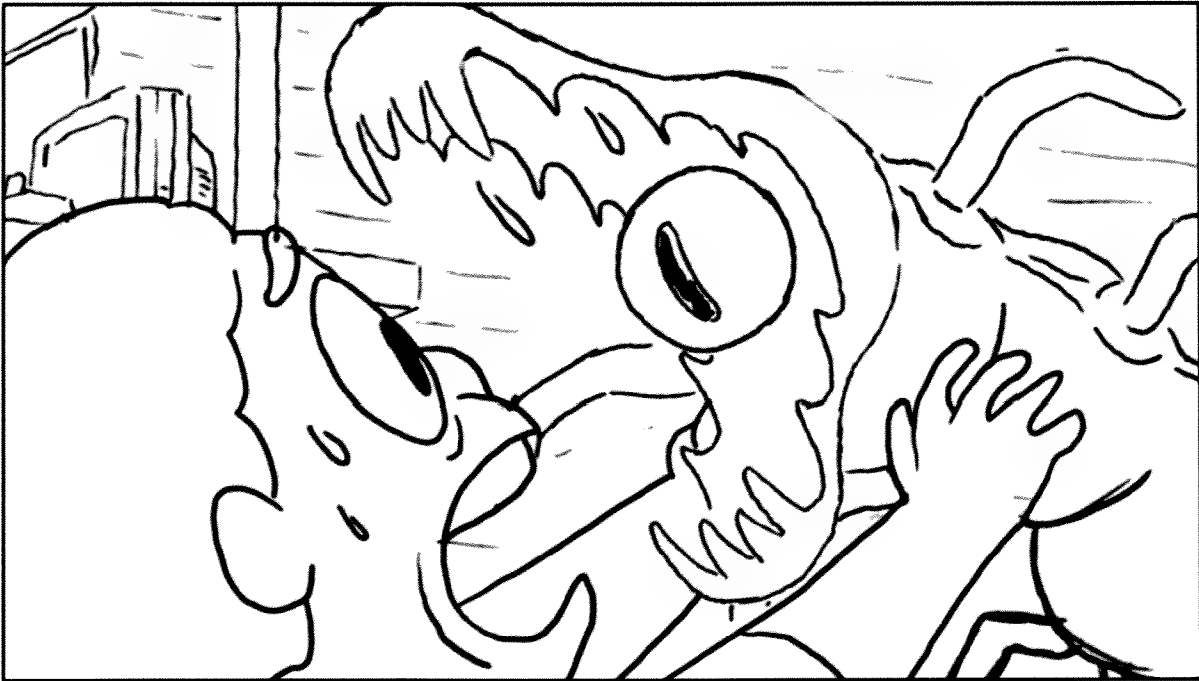
APR 10 2013

006

1020 003

1020 003

Scene 28 Panel 1



Dialogue
Centipeetle Noise: (Continues to gnashes its' jaw at Steven)

CYCLE PANELS 1+2 x 2
014

Scene 28 CONT Panel 2



Dialogue
Centipeetle Noise: (Continues to gnashes its' jaw at Steven)

APR 10 2013

33A NEXT

Scene 29 Panel 1



Dialogue
Centipeetle Noise: (Continues to gnashes its' jaw at Steven)

Steven screams: Whhaaaaaa!!

ACTION:
Cyde jaw ACTION w/ next

PANELS 1+2
102

Scene 29 CONT Panel 2



Dialogue
Centipeetle Noise: (Continues to gnashes its' jaw at Steven)

APR 10 2013

1020 003

1020 003

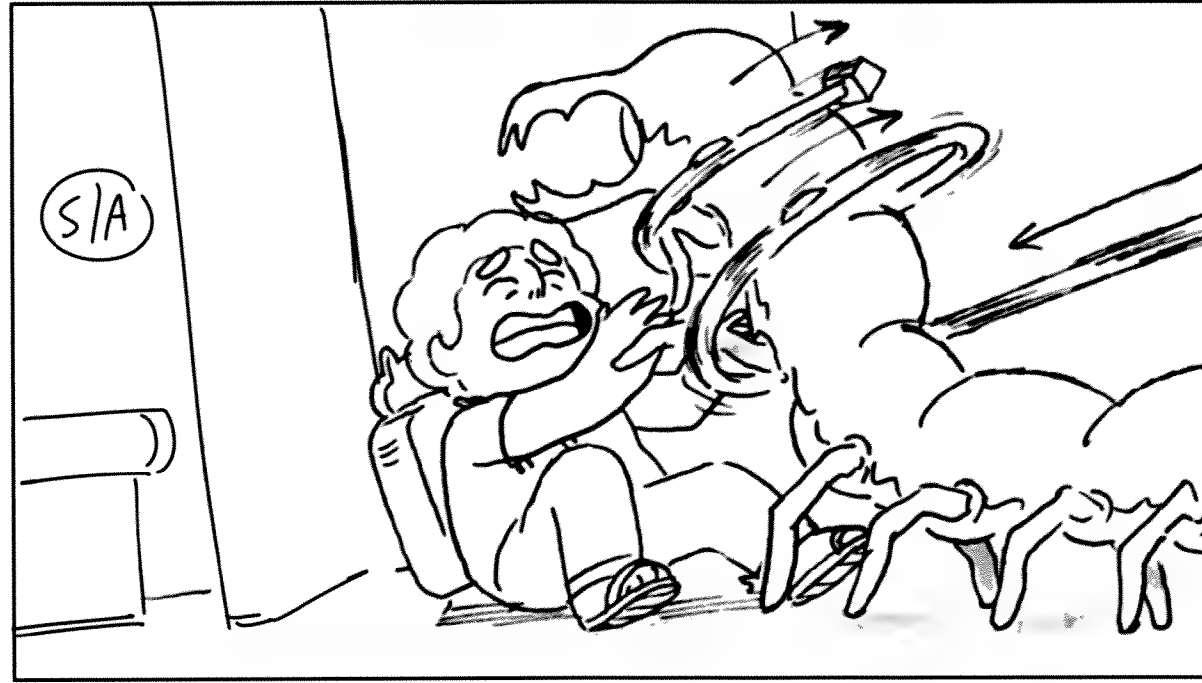
Scene 29 CONT Panel 3



Dialogue
Centipeetle Noise: (Continues to gnashes its' jaw at Steven)
Steven screams: Whhaaaaaa!!

PANELS 3+4
008

Scene 29 CONT Panel 4



Dialogue
Centipeetle Noise: (Continues to gnashes its' jaw at Steven)

APR 10 2013

Scene	29 cont	Panel	5
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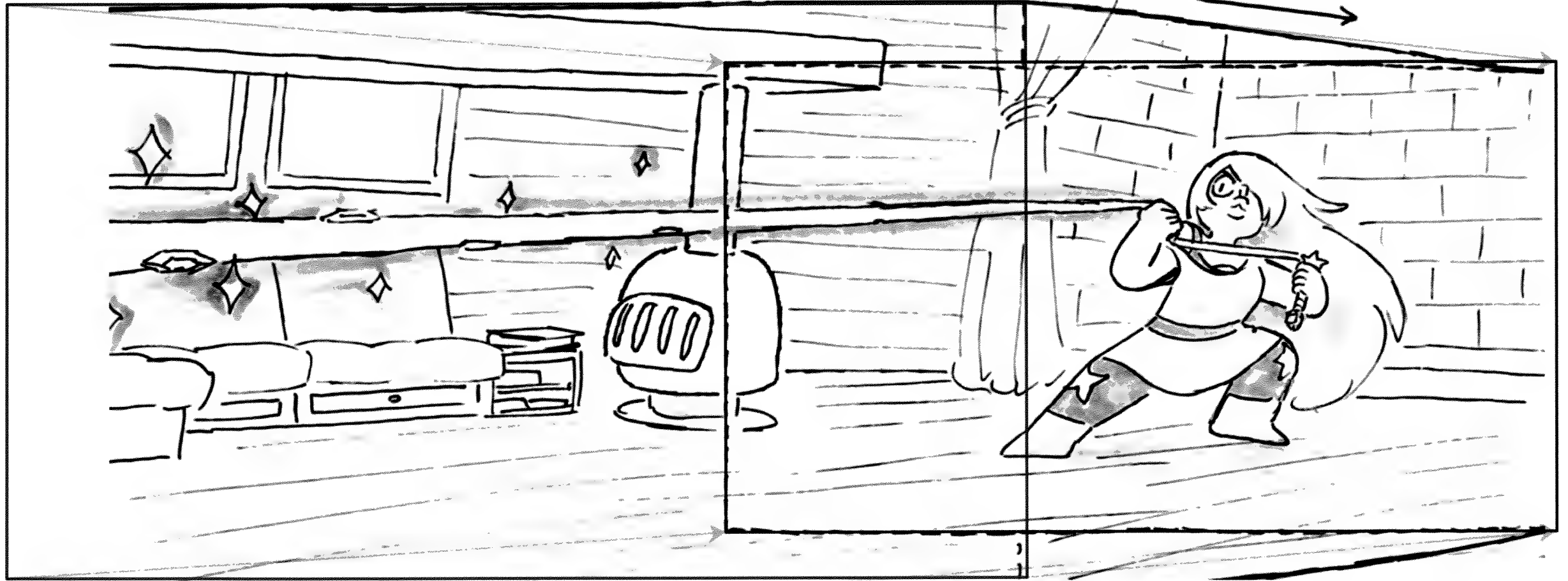
Dialogue

Centipeetle Noise: (Squeals)

014

APR 10 2013

Scene	30	Panel	1
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Action Notes

Camera pan/zooms in left to right.

APR 10 2013

ADJ HOLD
006 013

36A NEXT

Scene

31

Panel

/



Dialogue

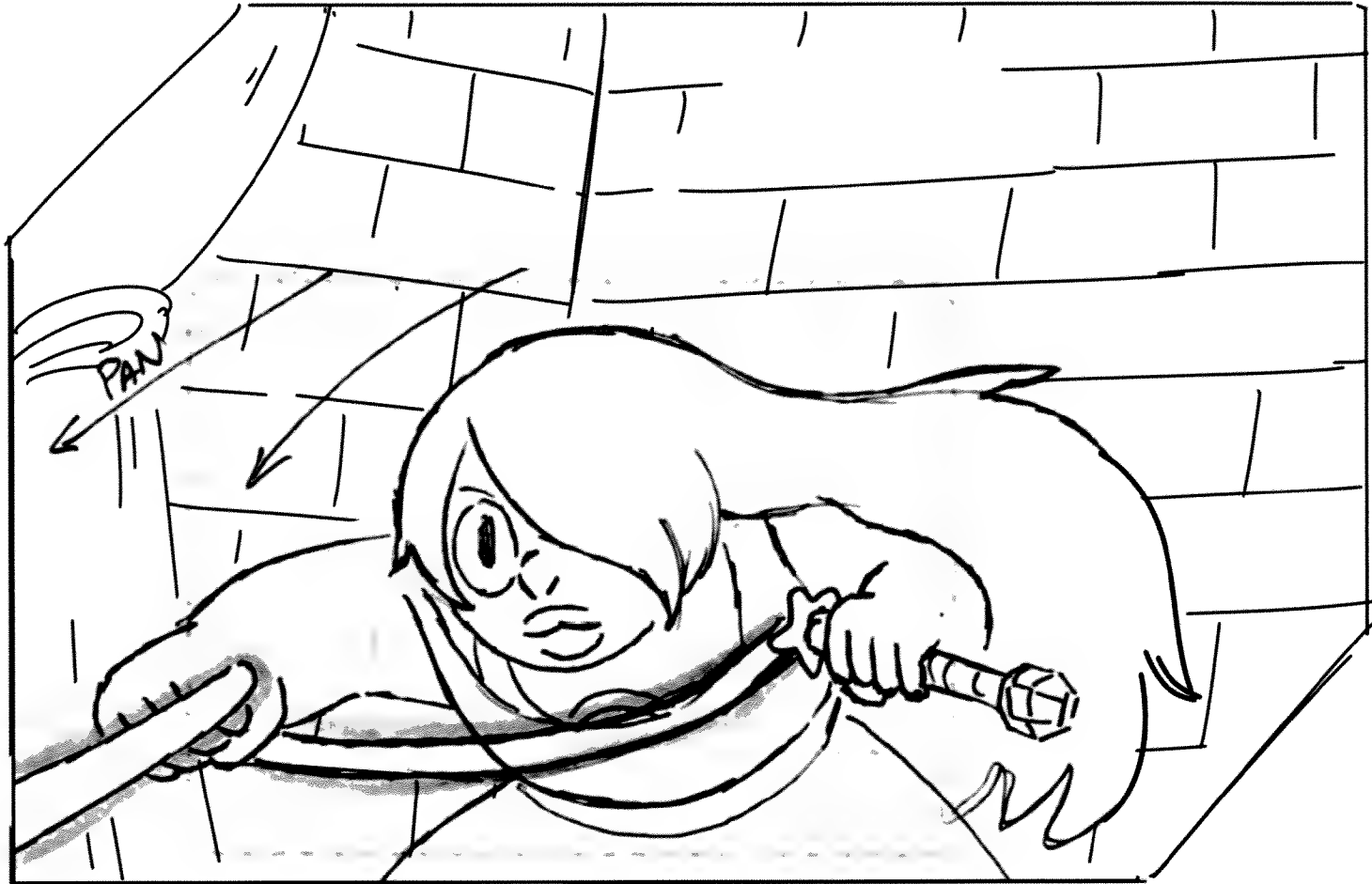
Amethyst: Sup Steven.

108

APR 10 2013

1020 003

37 NEXT



Action Notes
Camera pan from right to left.

005

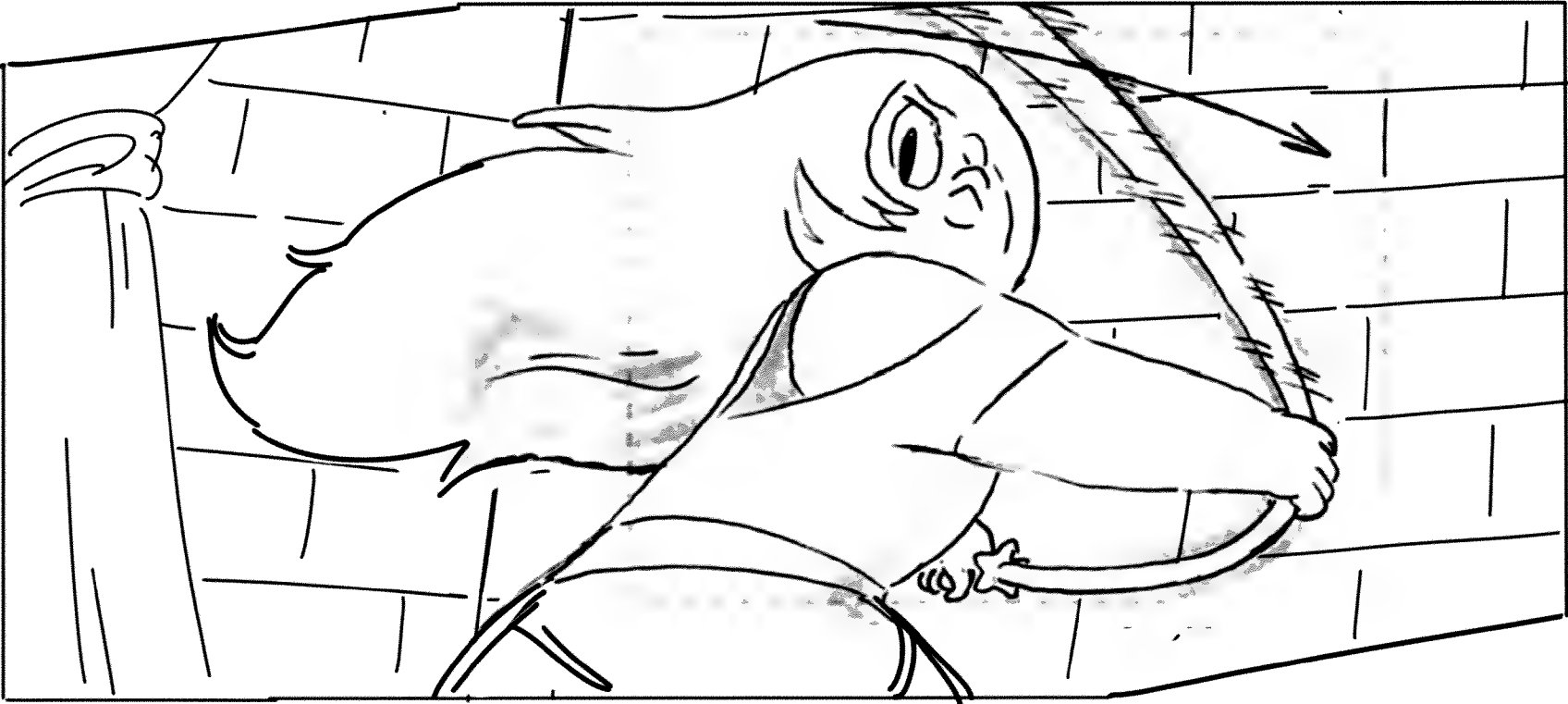
APR 10 2013

1020 003

1020 003

1020 003

Scene	3/CONT	Panel	3
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Action Notes
Camera pan from left to right
011

APR 10 2013

1020 003

1020 003

Scene	32	Panel	1
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006

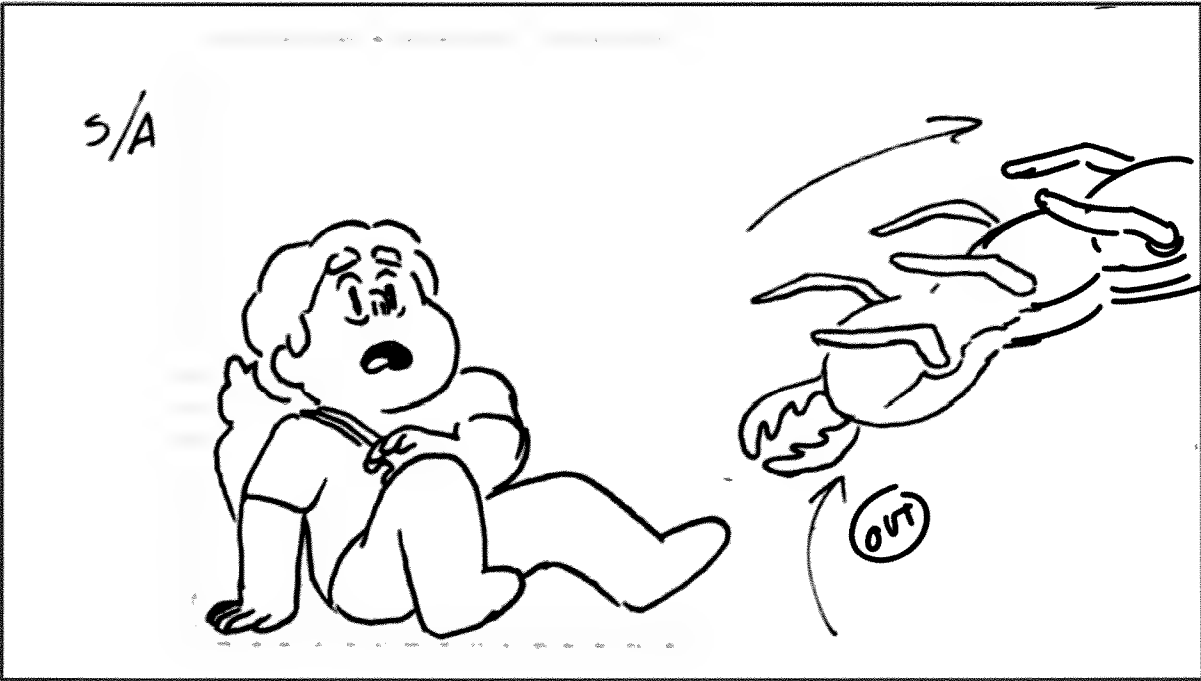
APR 10 2013

1020 003

1020 003

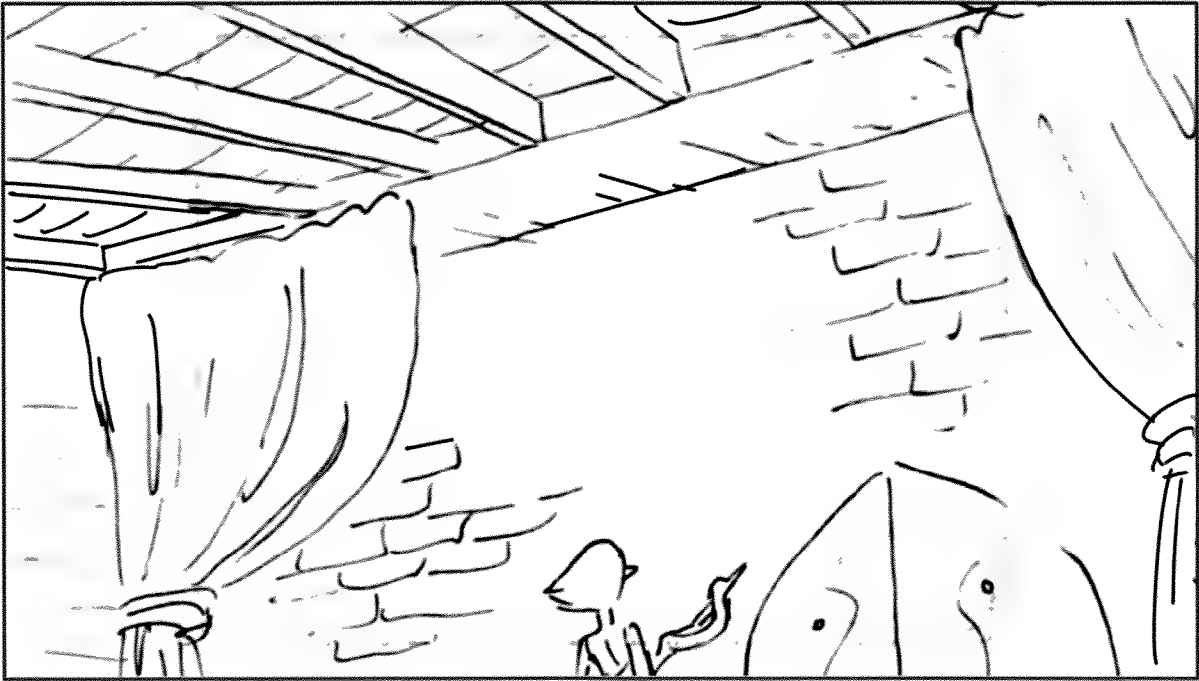
1020 003

Scene	32 CONT	Panel	2
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008

Scene	33	Panel	1
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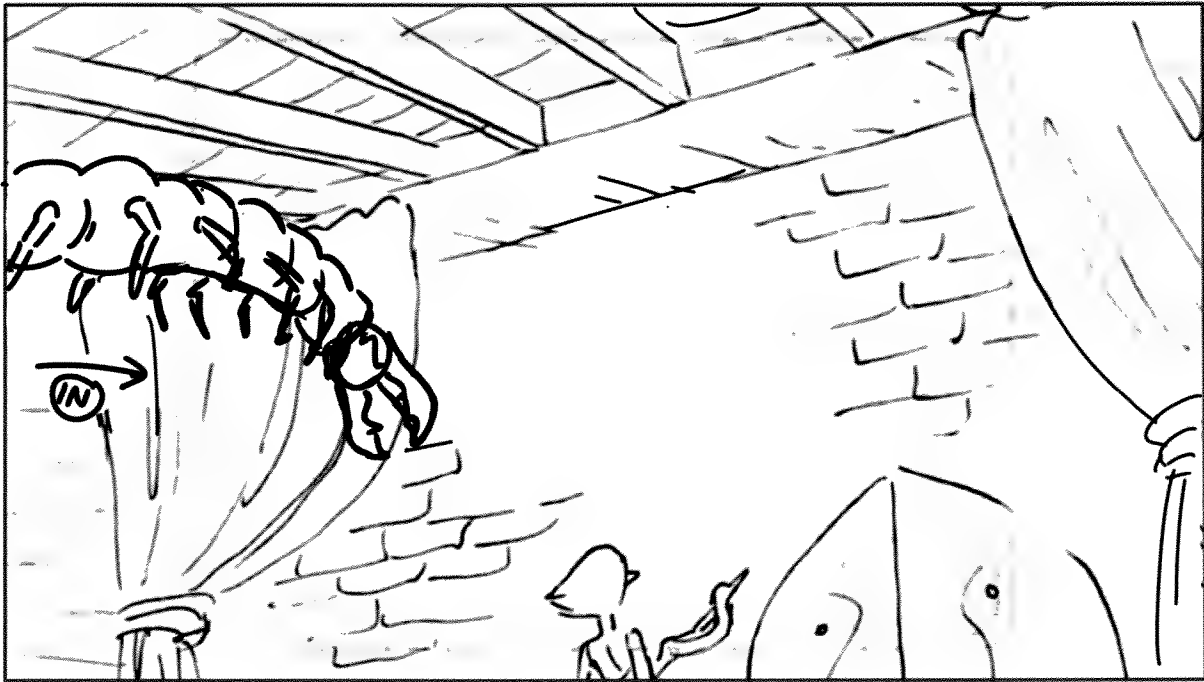
PANELS 1 through 4
011

APR 10 2013

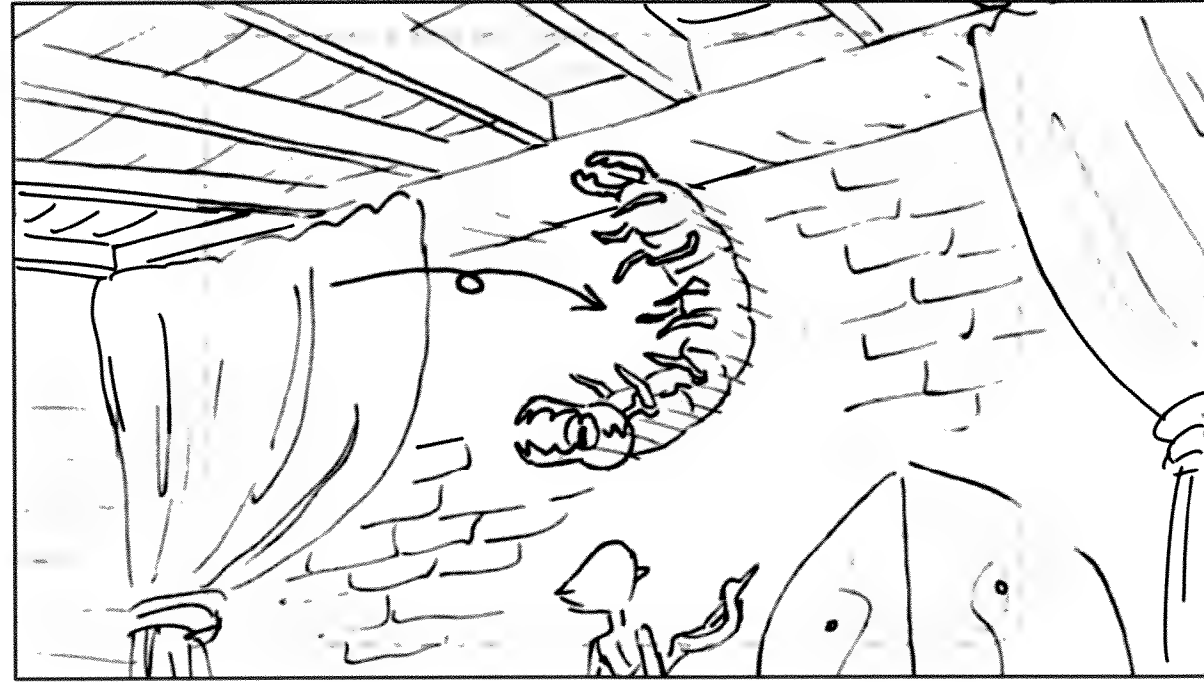
1020 003

1020 003

Scene 33 CONT Panel 2



Scene 33 CONT Panel 3

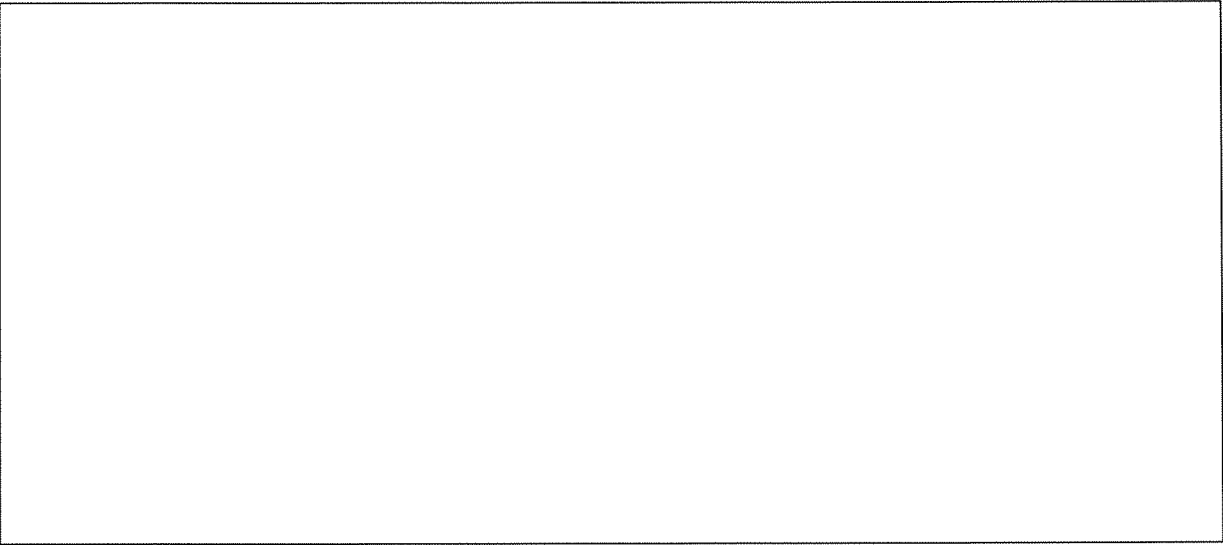
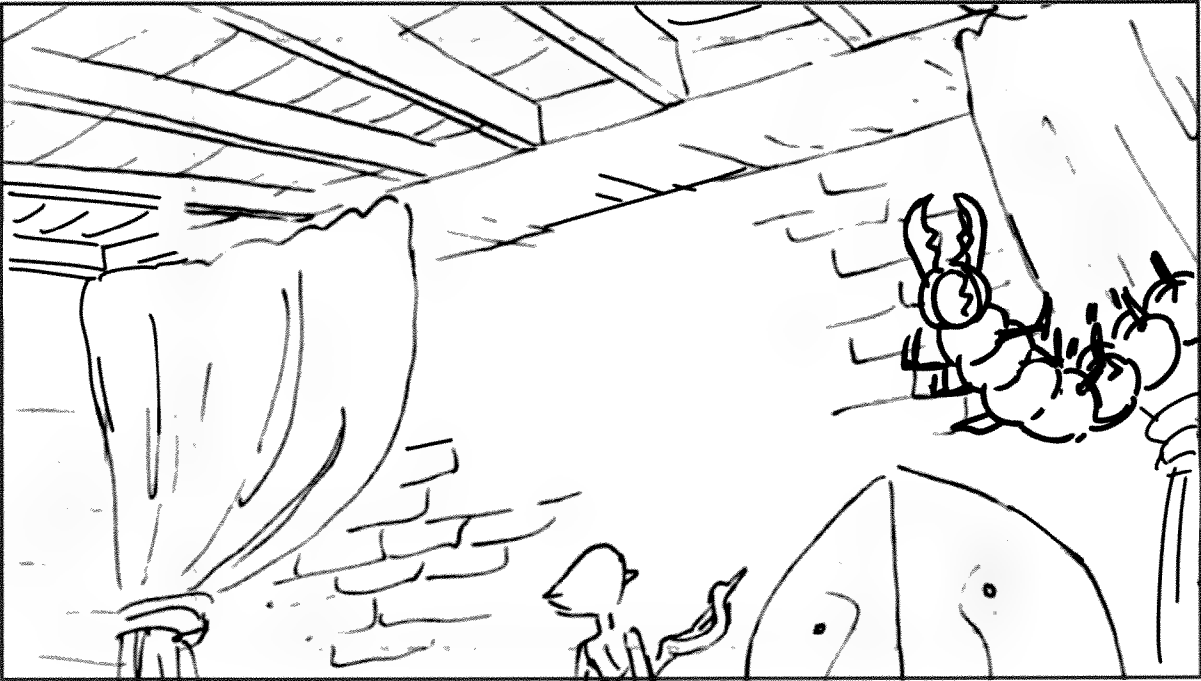


APR 10 2013

1020 003

1020 003

Scene	33cont	Panel	4
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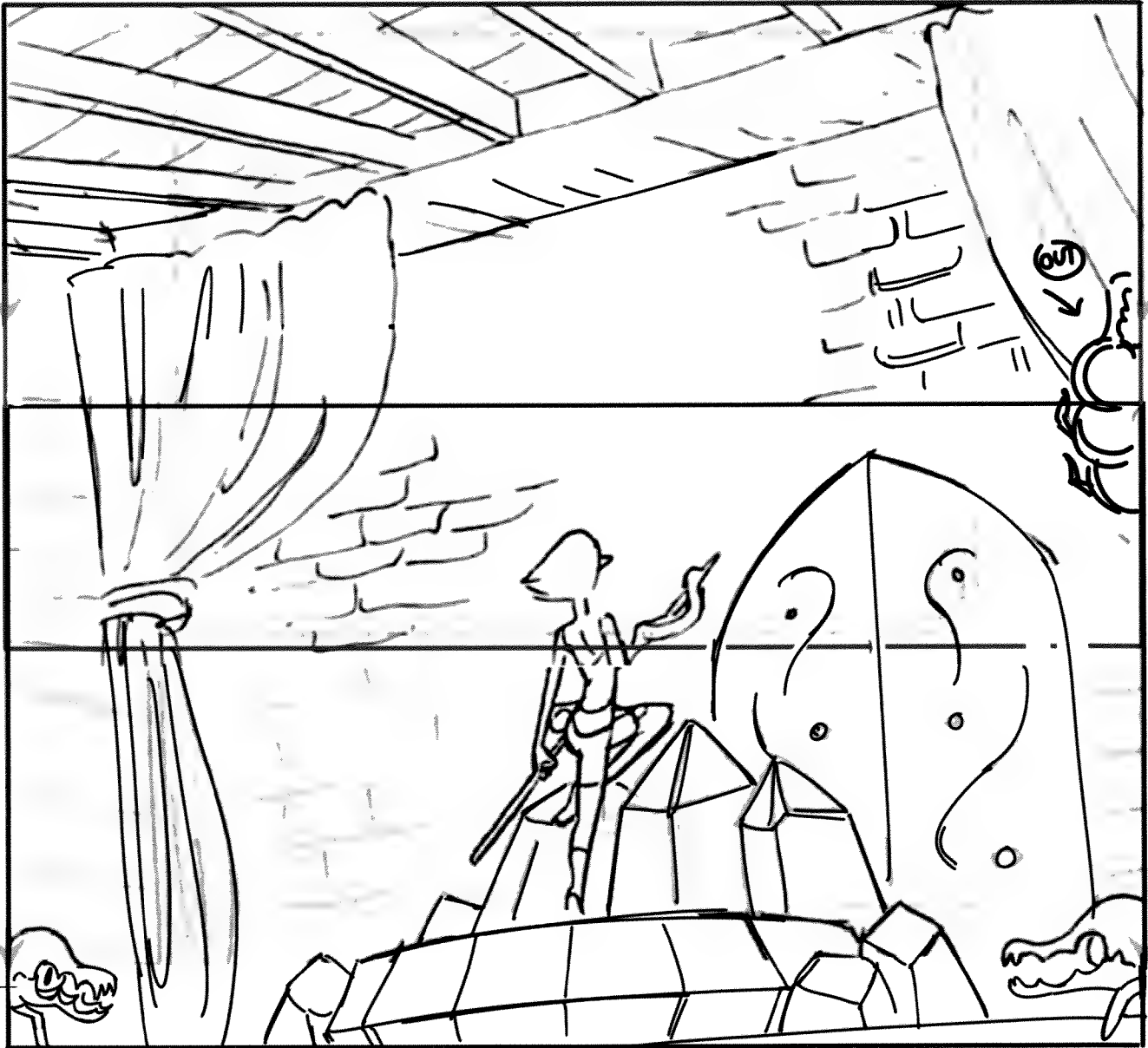
APR 10 2013

1020 003

1020 003

1020 003

Scene	33 cont	Panel	5
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ADJ
005

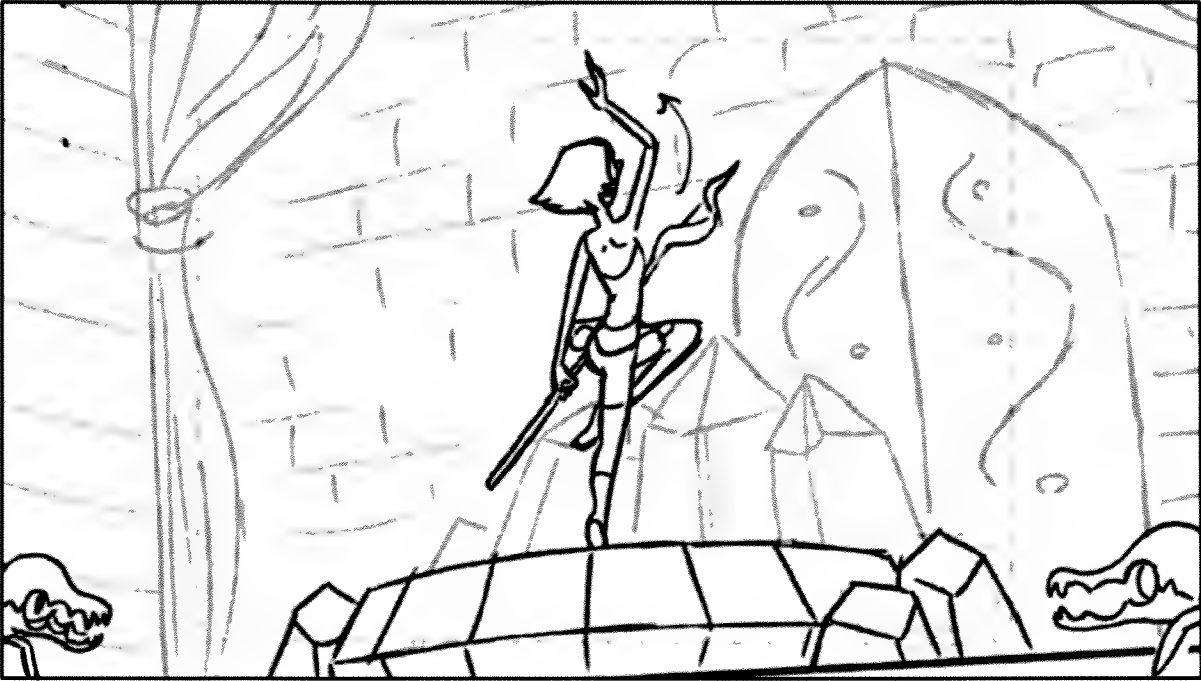
Action Notes
Camera pans down to Pearl.

APR 10 2013

1020 003

1020 003

Scene	Panel
33 cont	6



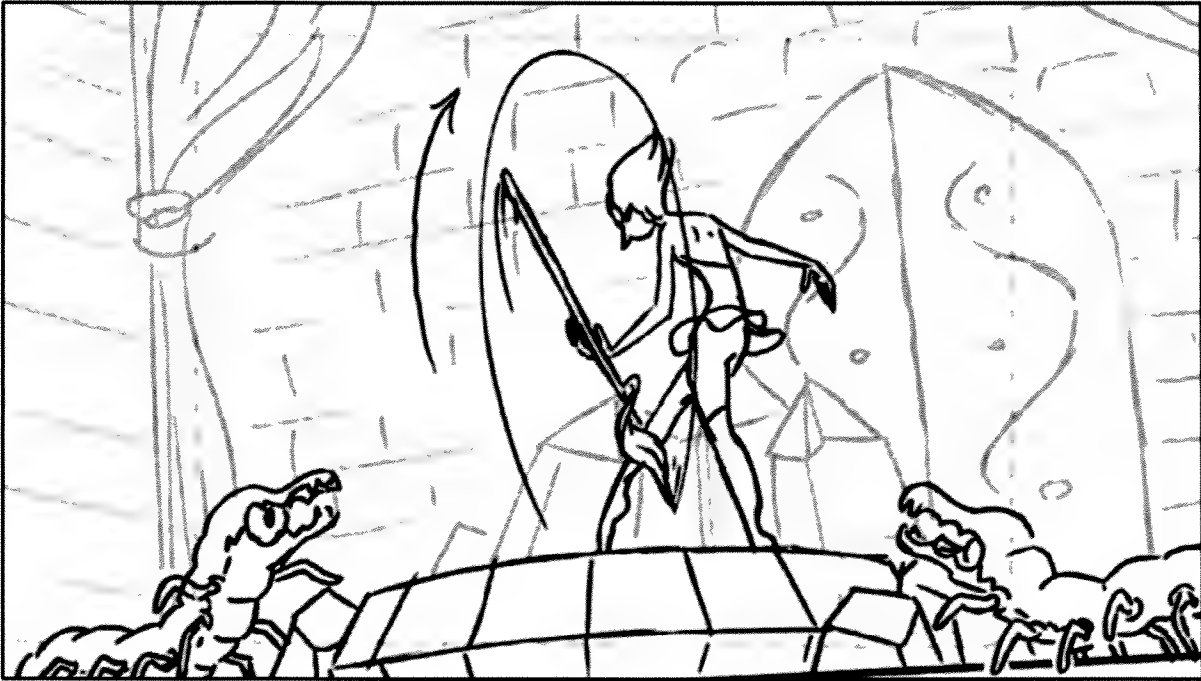
Dialogue
Centipeetle Noises: (Rowling)
002

Scene	Panel
33 cont	7



Dialogue
Centipeetle Noises: (Rowling)
APR 10 2013
008

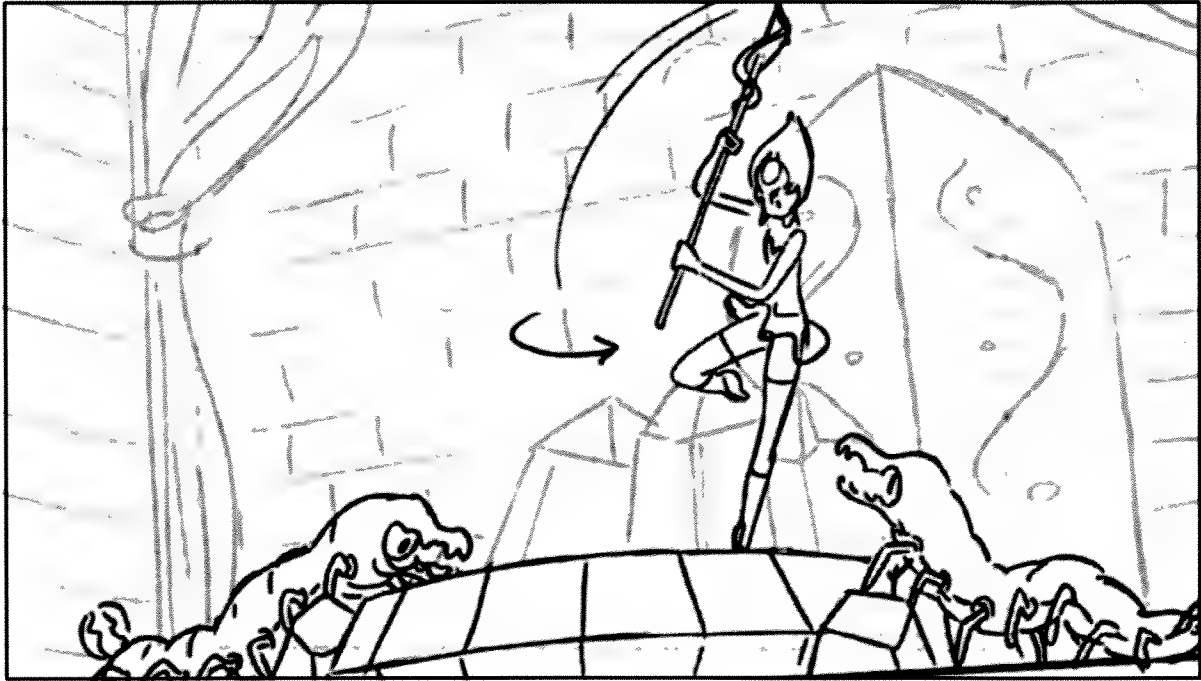
Scene 33 CONT Panel 8



Dialogue
Centipeetle Noises: (Rowling)

006

Scene 33 CONT Panel 9

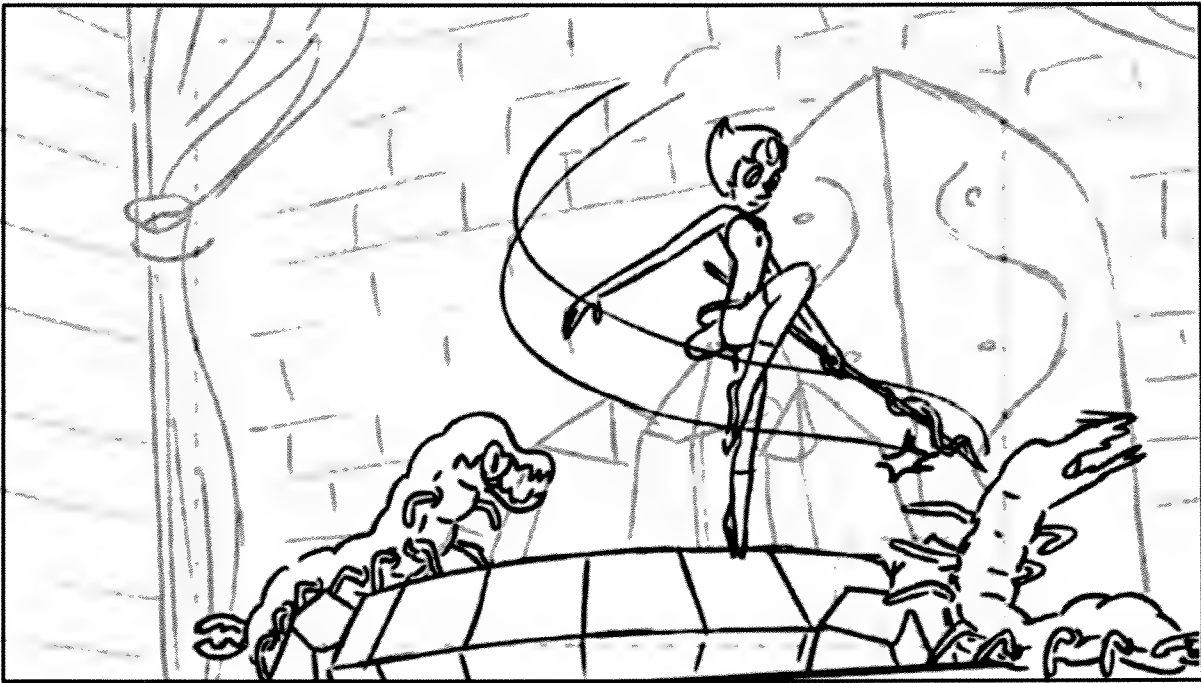


Dialogue
Centipeetle Noises: (Rowling)

006

APR 10 2013

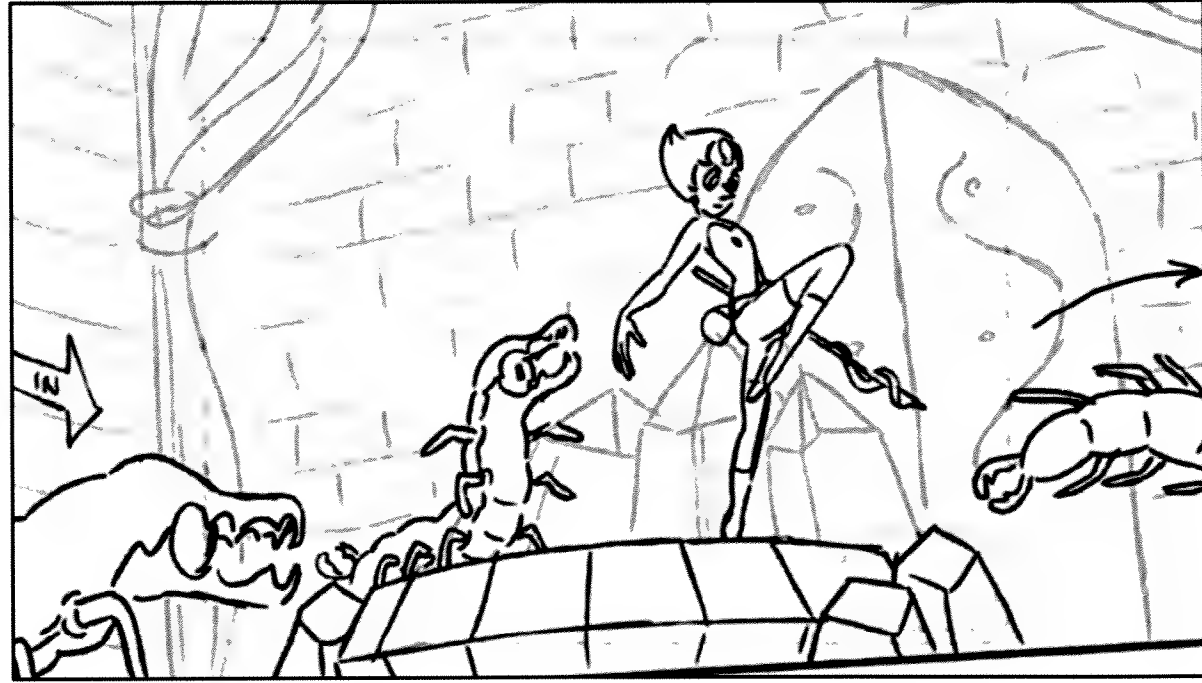
Scene *33 CONT* Panel *10*



Dialogue
Centipeetle Noises: (Rowling and Squeals)

004

Scene *33 CONT* Panel *11*

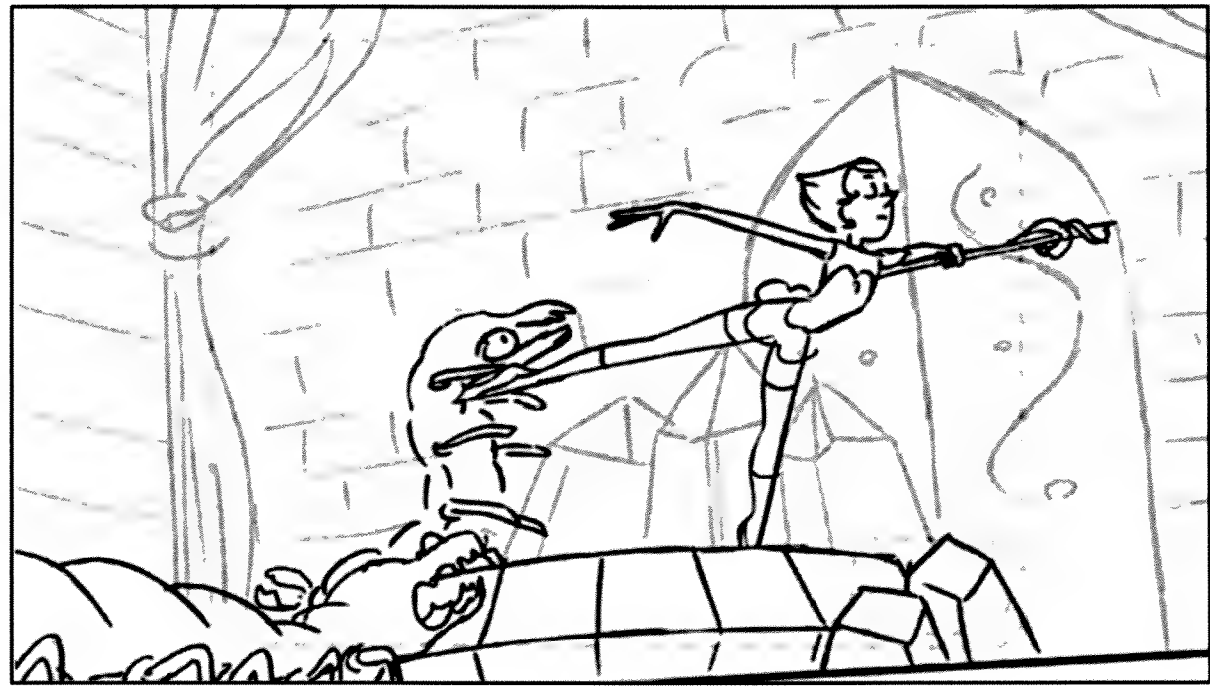


Dialogue
Centipeetle Noises: (Rowling and Squeals)

008

APR 10 2013

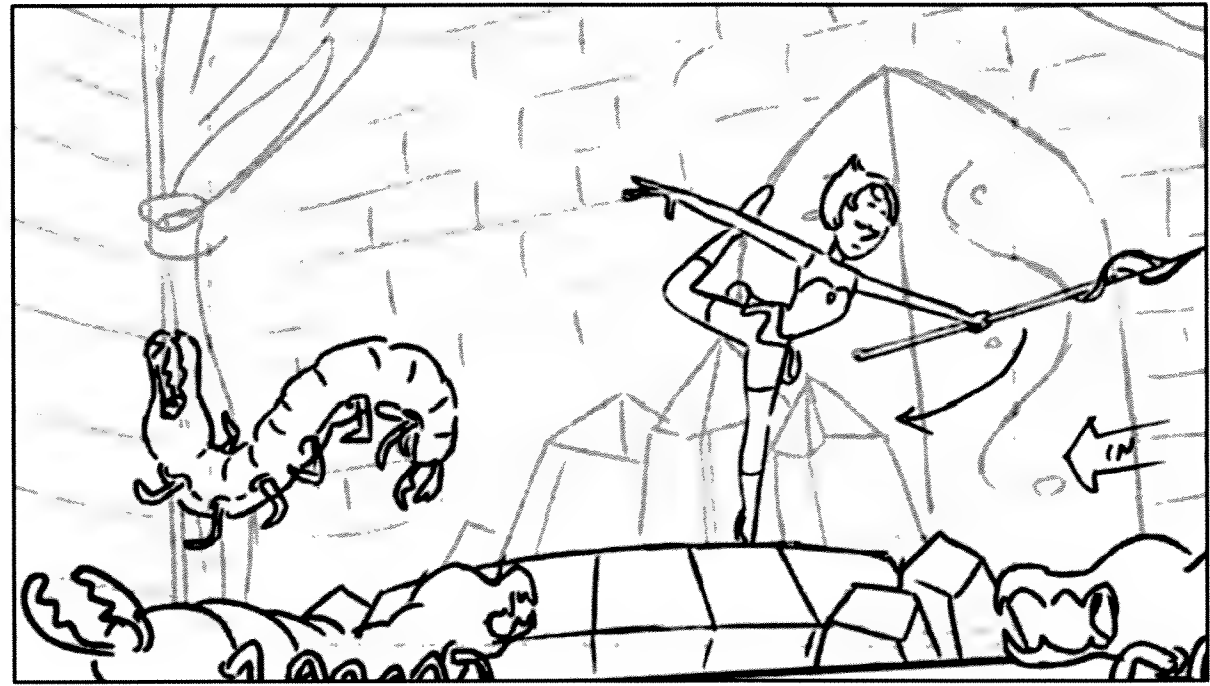
Scene 33 CONT Panel 12



Dialogue
Centipeetle Noises: (Rowling and Squeals)

04

Scene 33 CONT Panel 13

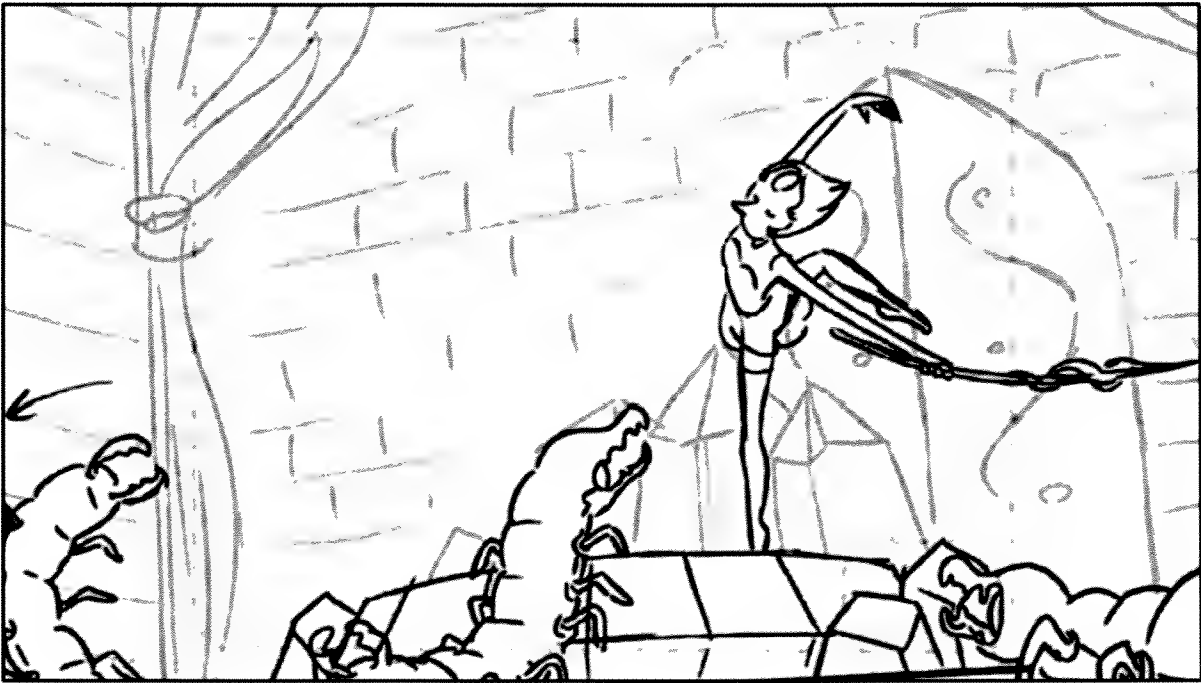


Dialogue
Centipeetle Noises: (Rowling and Squeals)

07

APR 10 2013

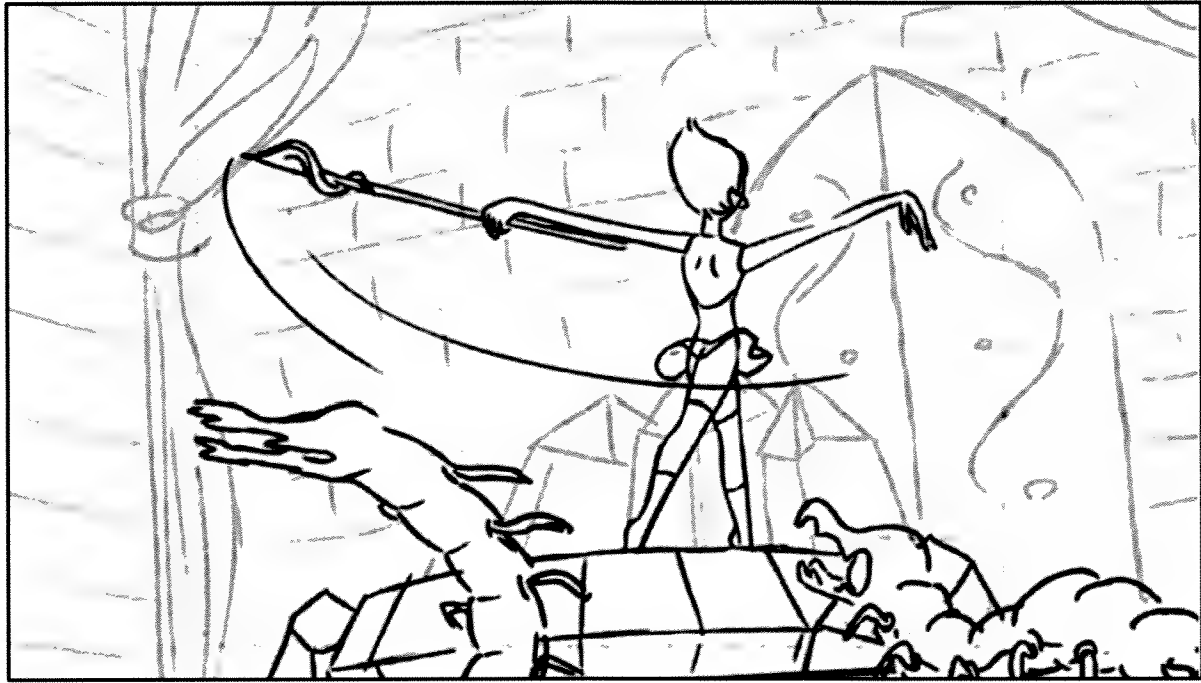
Scene 33 CONT Panel 14



Dialogue
Centipeetle Noises: (Rowling and Squeals)

004

Scene 33 CONT Panel 15

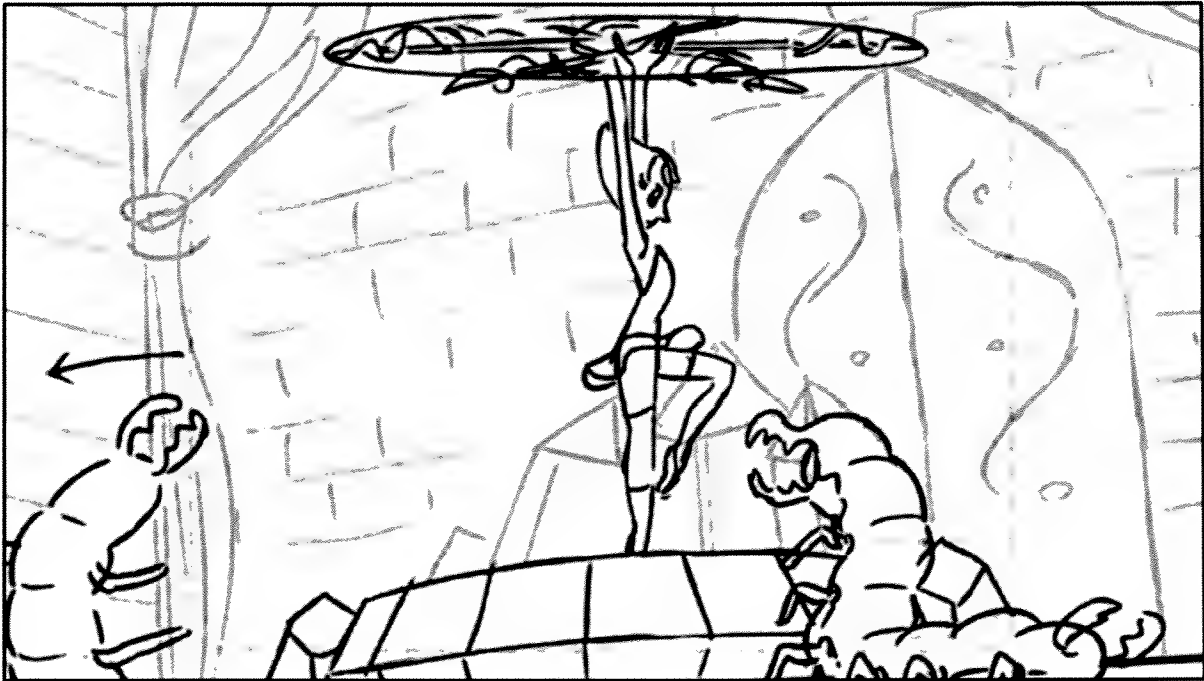


Dialogue
Centipeetle Noises: (Rowling and Squeals)

APR 10 2013

004

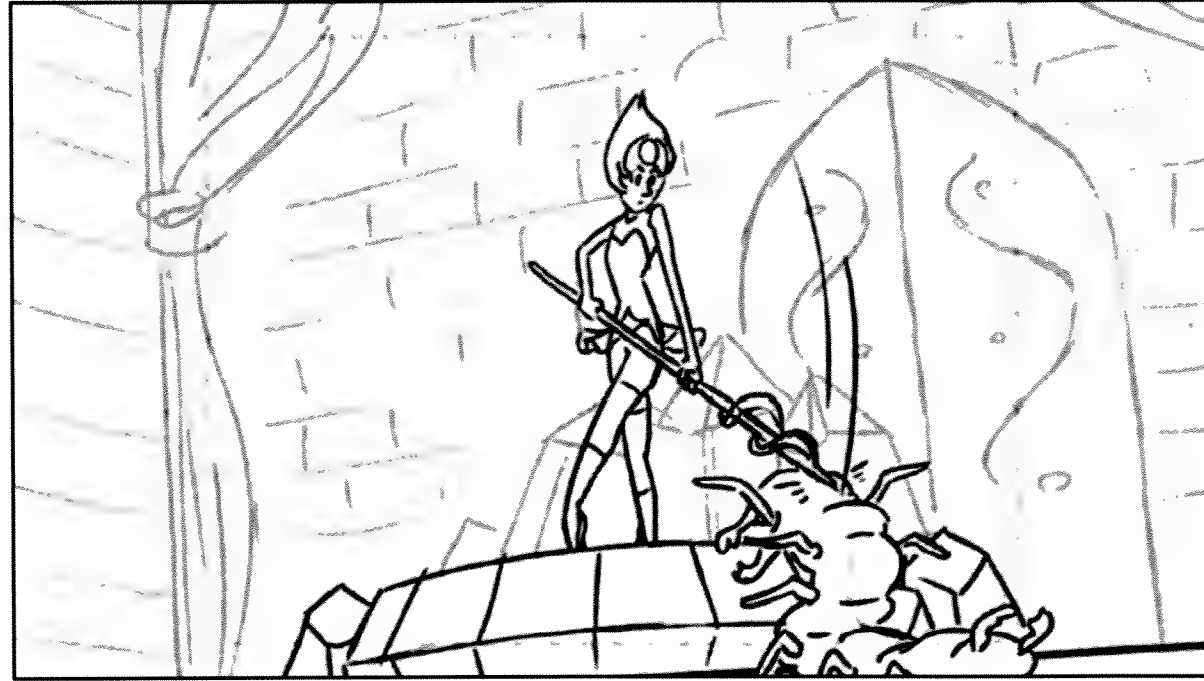
Scene 33 CONT Panel 16



Dialogue
Centipeetle Noises: (Rowling and Squeals)

08

Scene 33 CONT Panel 17



Dialogue
Centipeetle Noises: (Rowling and Squeals)

10

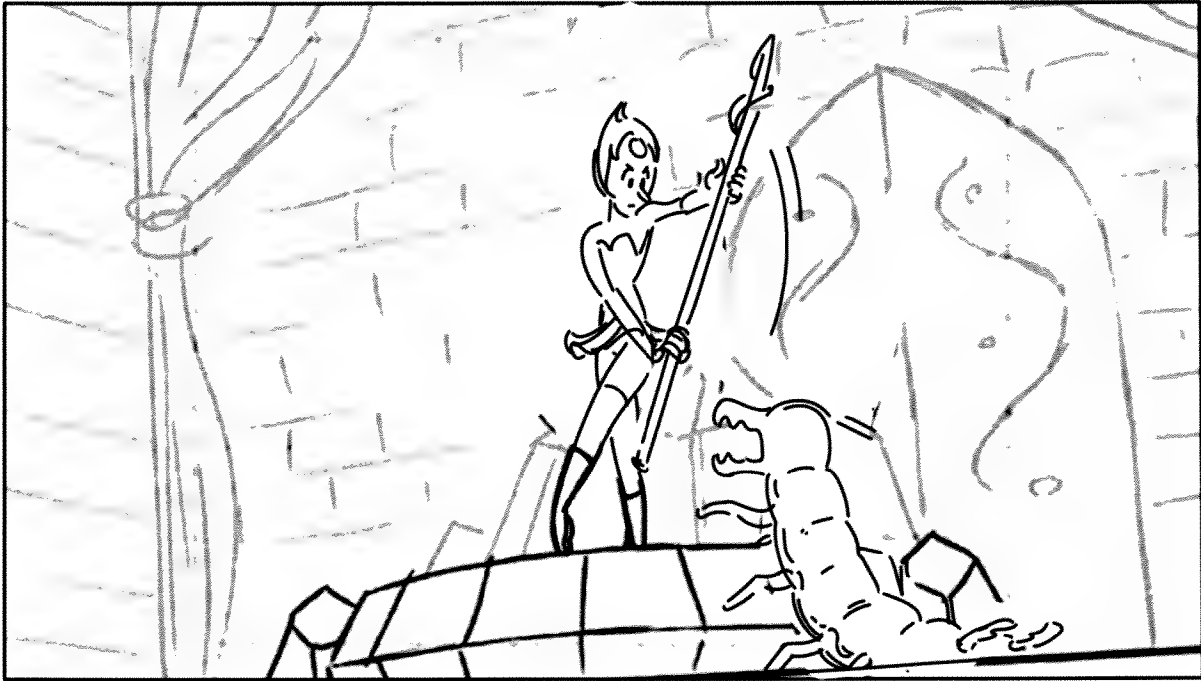
APR 10 2013

1020 003

1020 003

48A NEXT

Scene	33 cont	Panel	18
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Dialogue

Centipeetle Noises: (Rowling and Squeals)

PANELS 18+19

004

APR 10 2013

1020 003

1020 003

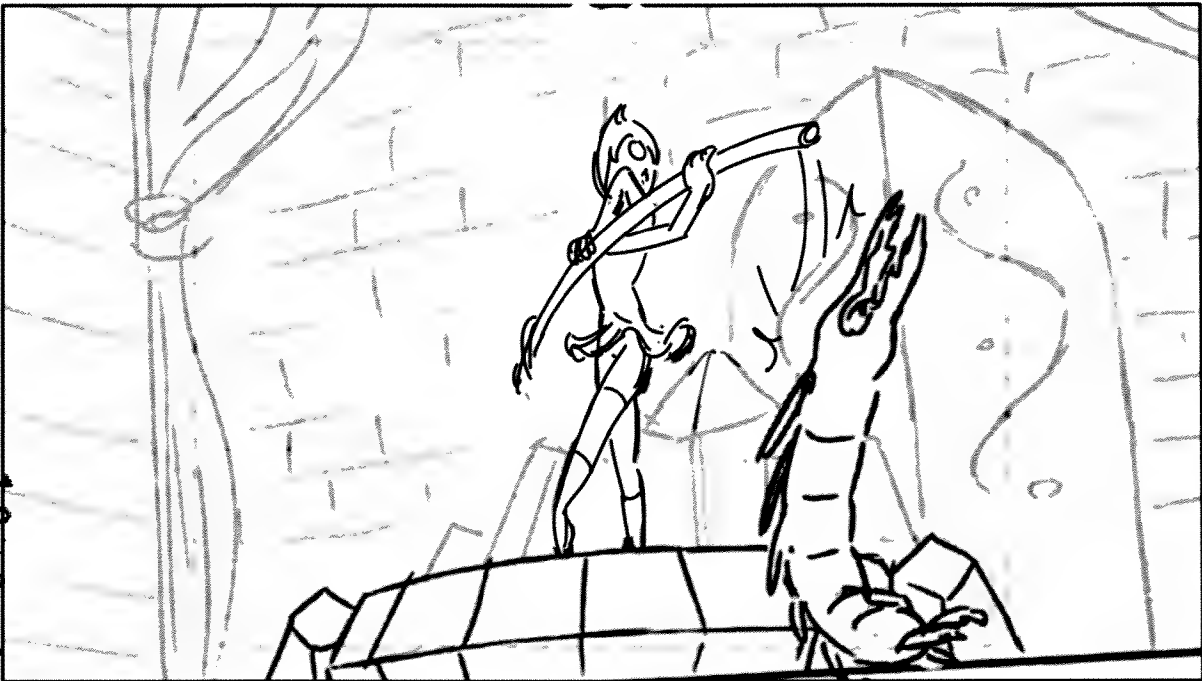
1020 003

Scene

33CONT

Panel

19



Dialogue

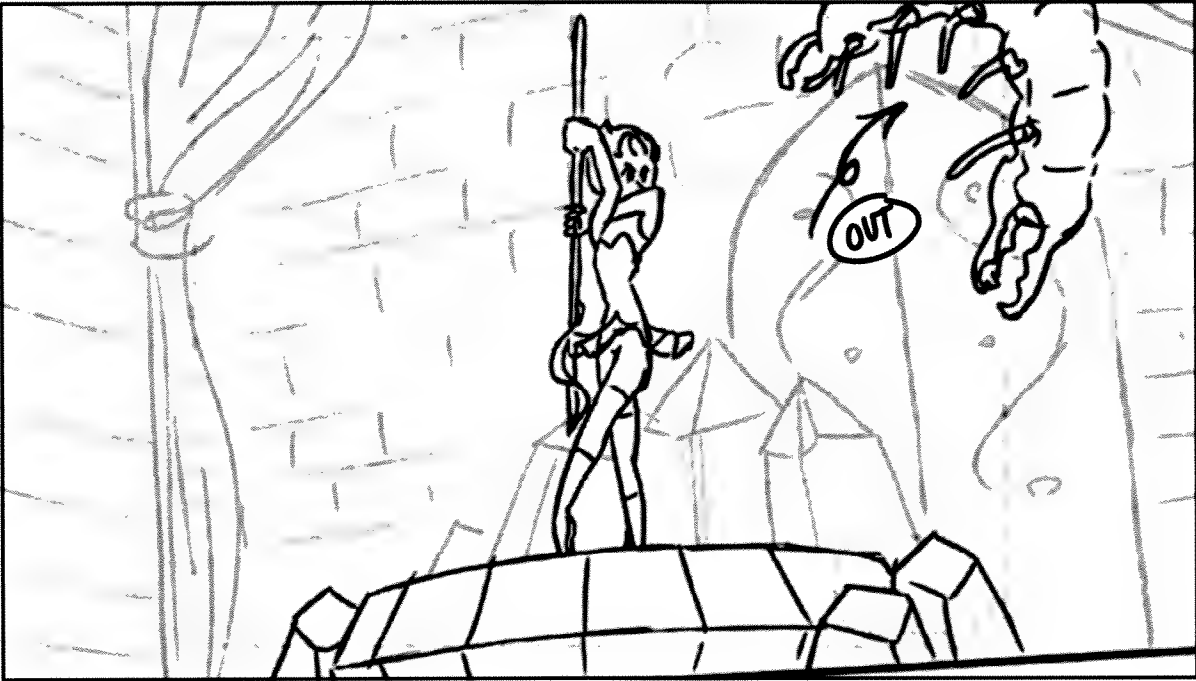
Centipeetle Noises: (Rowling and Squeals)

Scene

33CONT

Panel

20



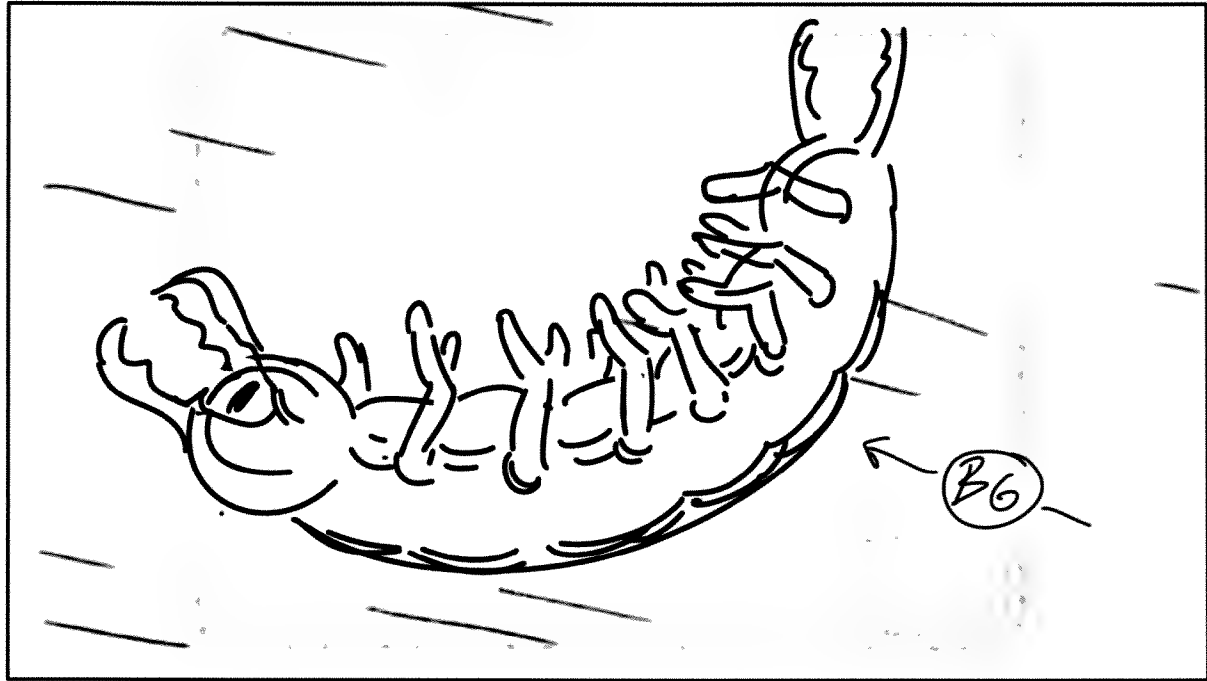
Dialogue

Centipeetle Noises: (Squeals)

APR 10 2013

006

Scene 34 Panel 1



Dialogue
Centipeetle Noises: (Squeals)

Action Notes
Background pans screen right to left.

010

Scene 34CONT Panel 2



Dialogue
Centipeetle Noises: (Squeals)

APR 10 2013

013

50A NEXT

Scene	34 CONT	Panel	3
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↓
ADJ

Dialogue

Centipeetle Noises: (Squeals)

APR 1 1997

Action Notes

Camera ADJ down with Centipeetle.

04

Scene	34 cont	Panel	4
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Dialogue
Centipeetle Noises: (Squeals end)

APR 10 2013

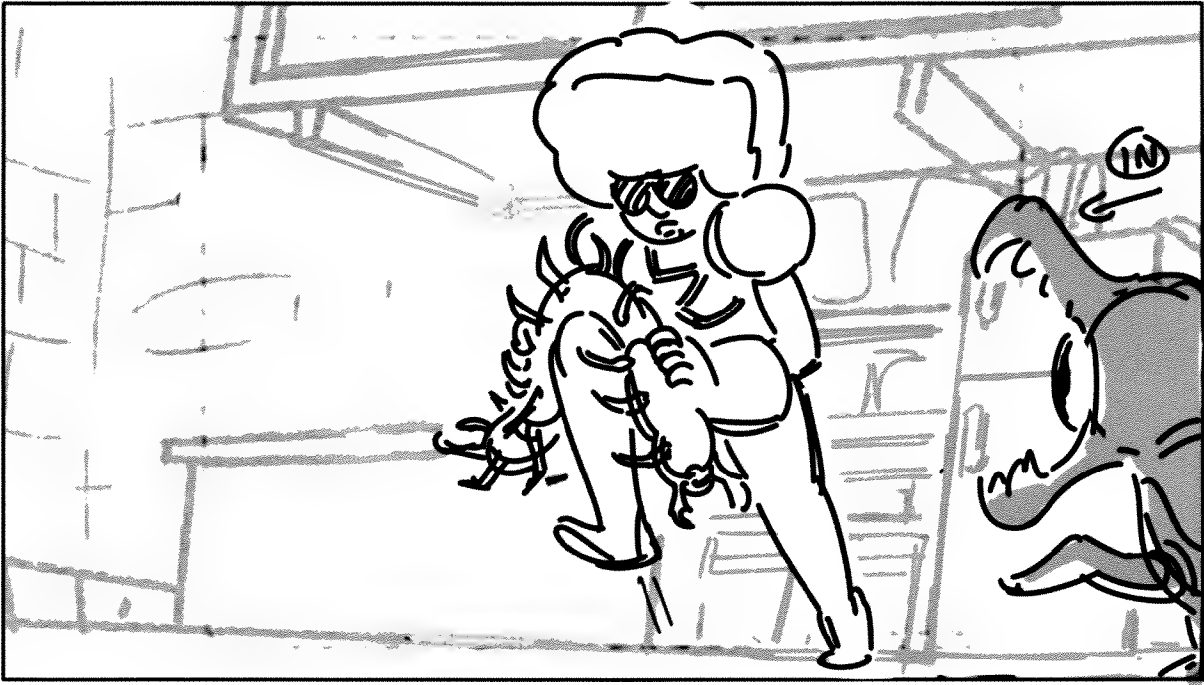
O¹⁰

1020 003

1020 003

51ANEXT

Scene	35	Panel	1
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Dialogue
Centipeetle Noises: (Squeals)

PANELS 1+2
O!!

1020 003

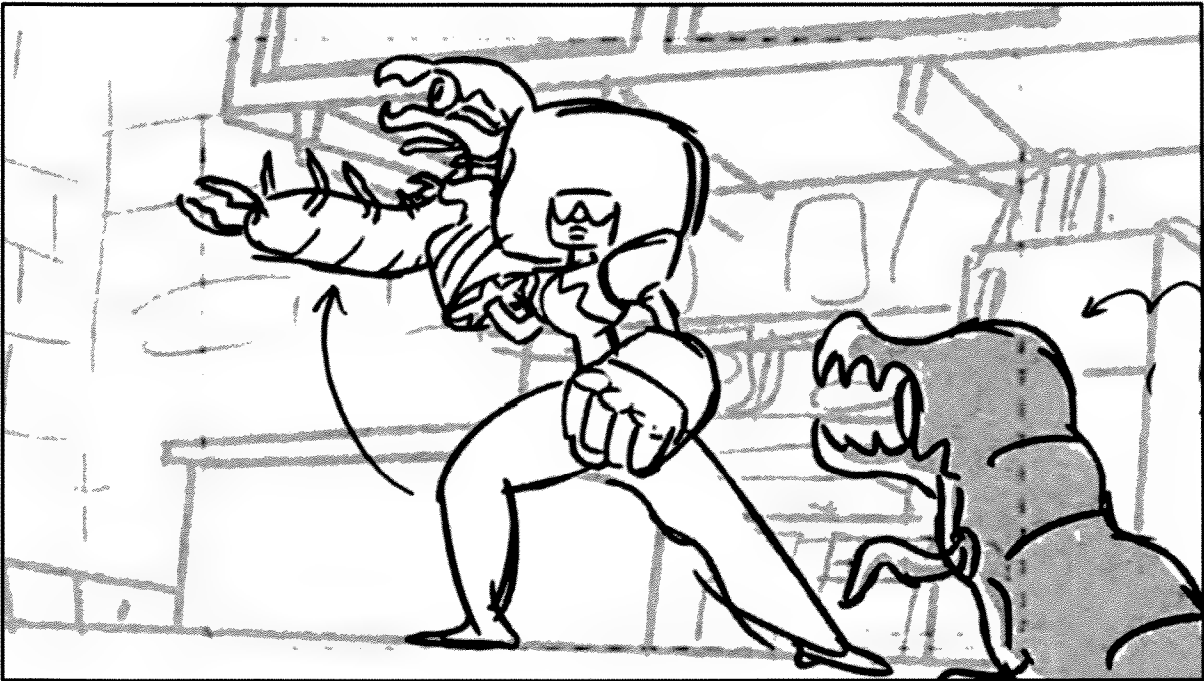
1020 003

APR 10 2013

1020 003

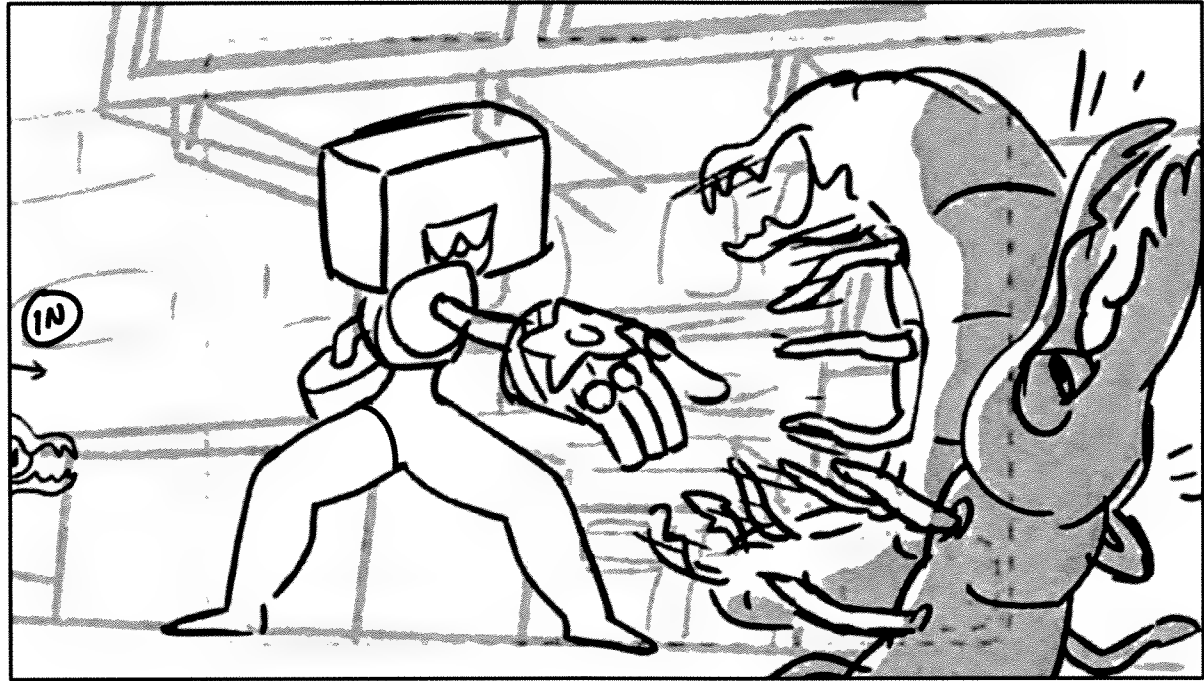
52 NEXT

Scene 35 CONT Panel 2



Dialogue
Centipeetle Noises: (Squeals)

Scene 35 CONT Panel 3



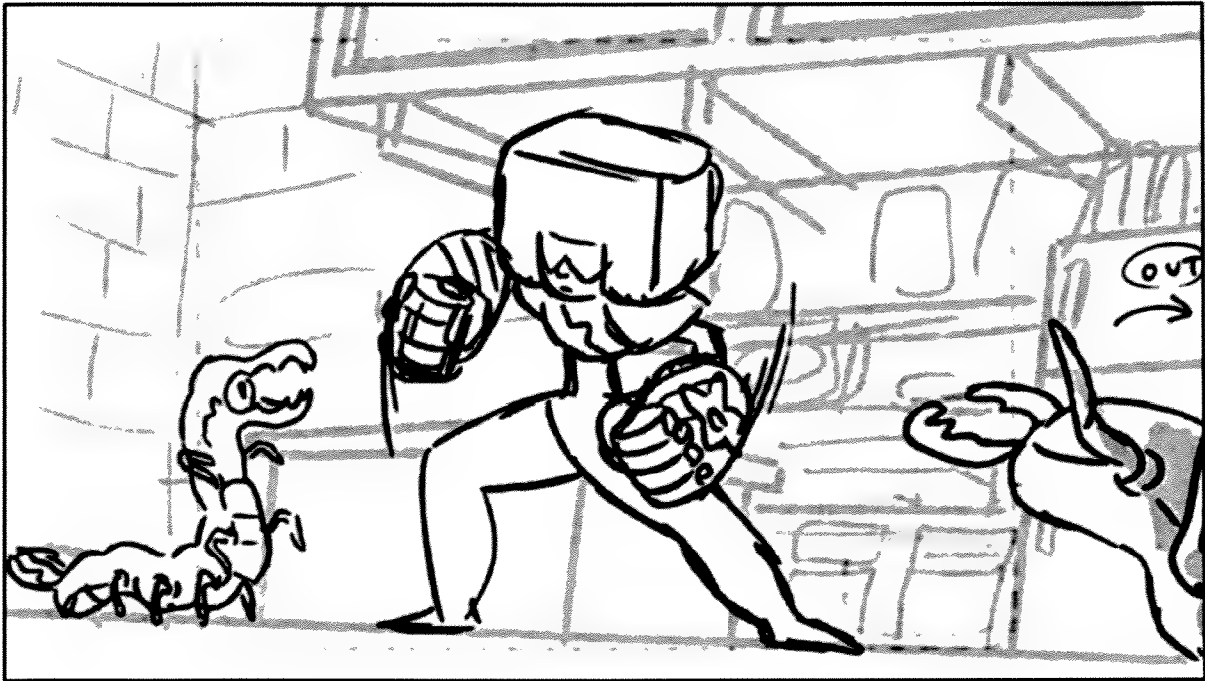
Dialogue
Centipeetle Noises: (Squeals)

Action Notes
Camera rotate right.

APR 10 2013

008

Scene 35 CONT Panel 4

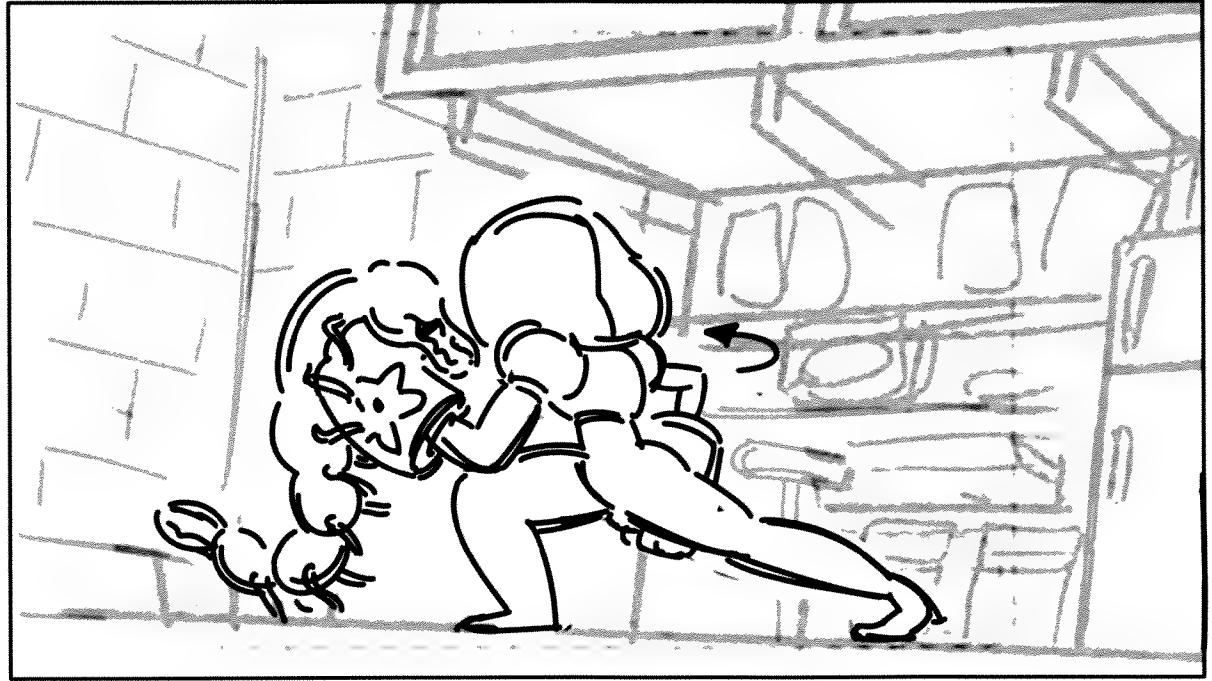


Dialogue
Centipeetle Noises: (Squeals)

Action Notes
Camera rotate left.

07

Scene 35 CONT Panel 5

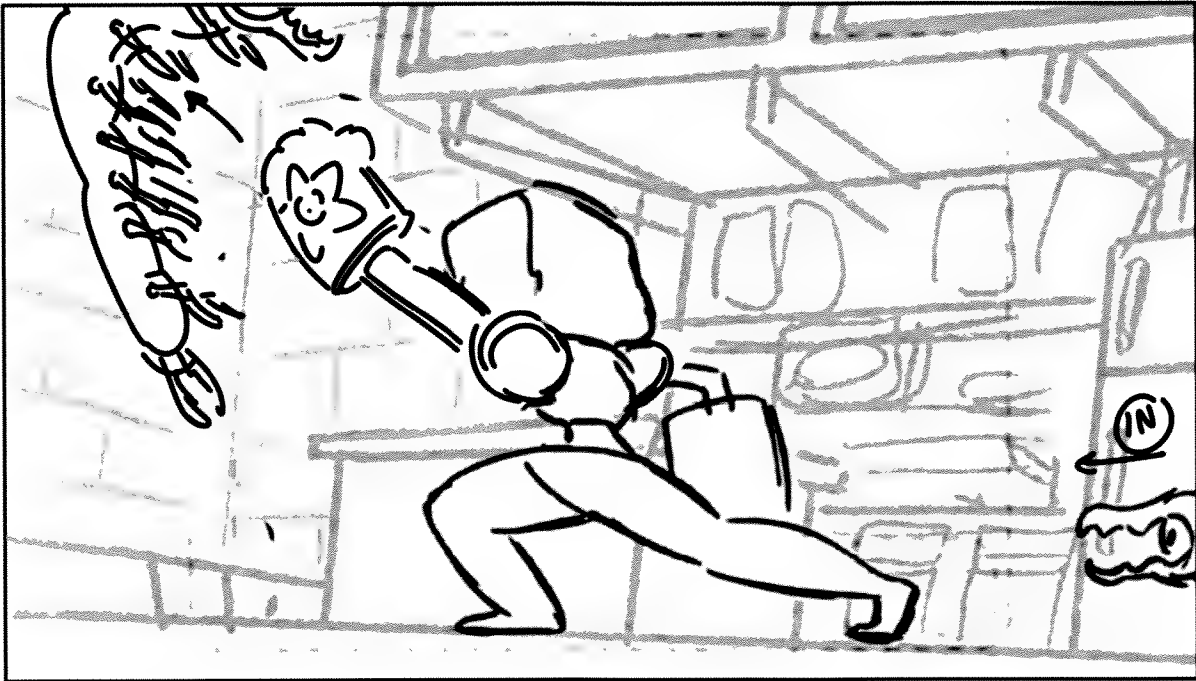


Dialogue
Centipeetle Noises: (Squeals)

Action Notes
Camera rotate left.

PANELS 4+5
07

Scene	35 CONT	Panel	6
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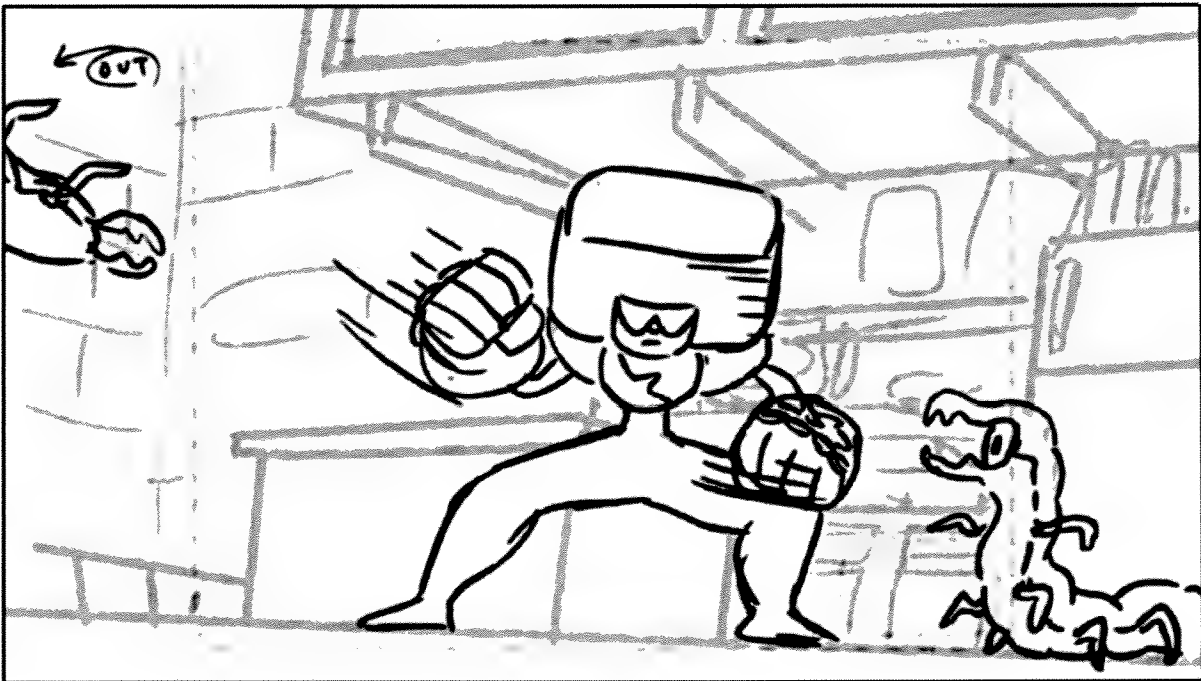


Dialogue
Centipeetle Noises: (Squeals)

Action Notes	APR 10 2013
Camera rotate left.	

53A NEXT

Scene 35 CONT Panel 7

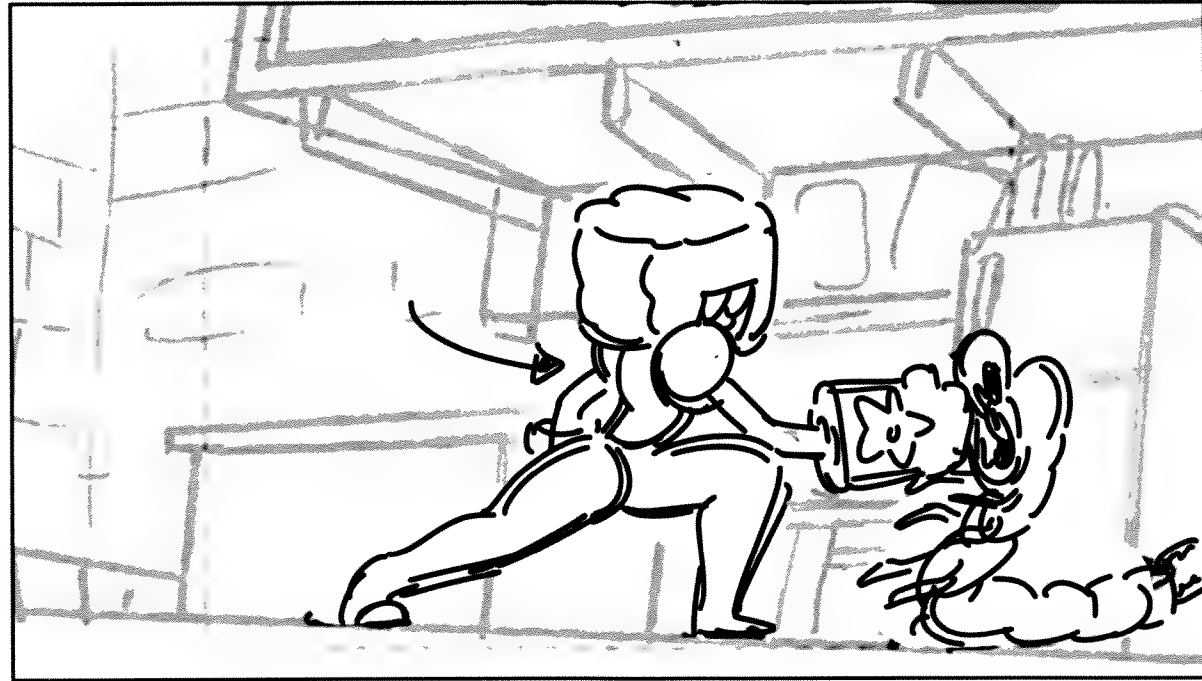


Dialogue
Centipeetle Noises: (Squeals)

Action Notes
Camera rotate right.

005

Scene 35 CONT Panel 8



Dialogue
Centipeetle Noises: (Squeals)

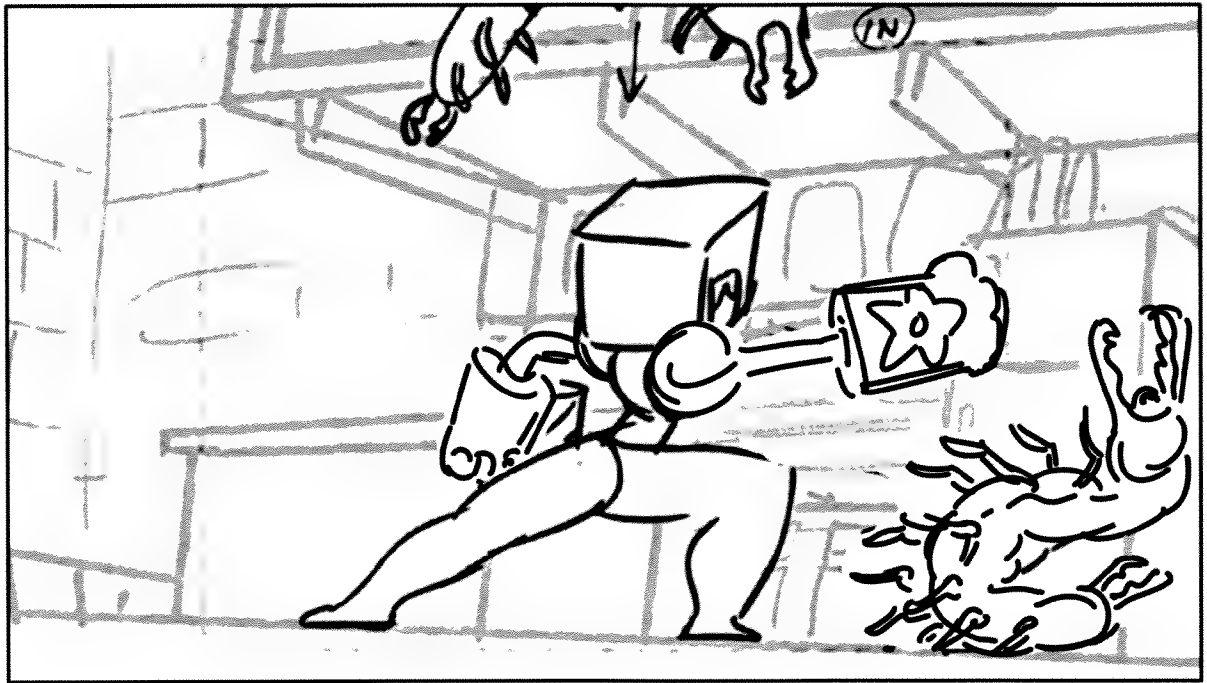
PANELS 7+8
007

APR 10 2013

1020 003

1020 003

Scene	35 cont	Panel	9
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Dialogue
Centipeetle Noises: (Squeals)

APR 10 2013

1020 003

1020 003

Scene *35 CONT* Panel *10*



Dialogue
Centipeetle Noises: (Growls)

006

Scene *36* Panel *1*



Dialogue
Centipeetle Noises: (Growls)

102

APR 10 2013

1020 003

1020 003

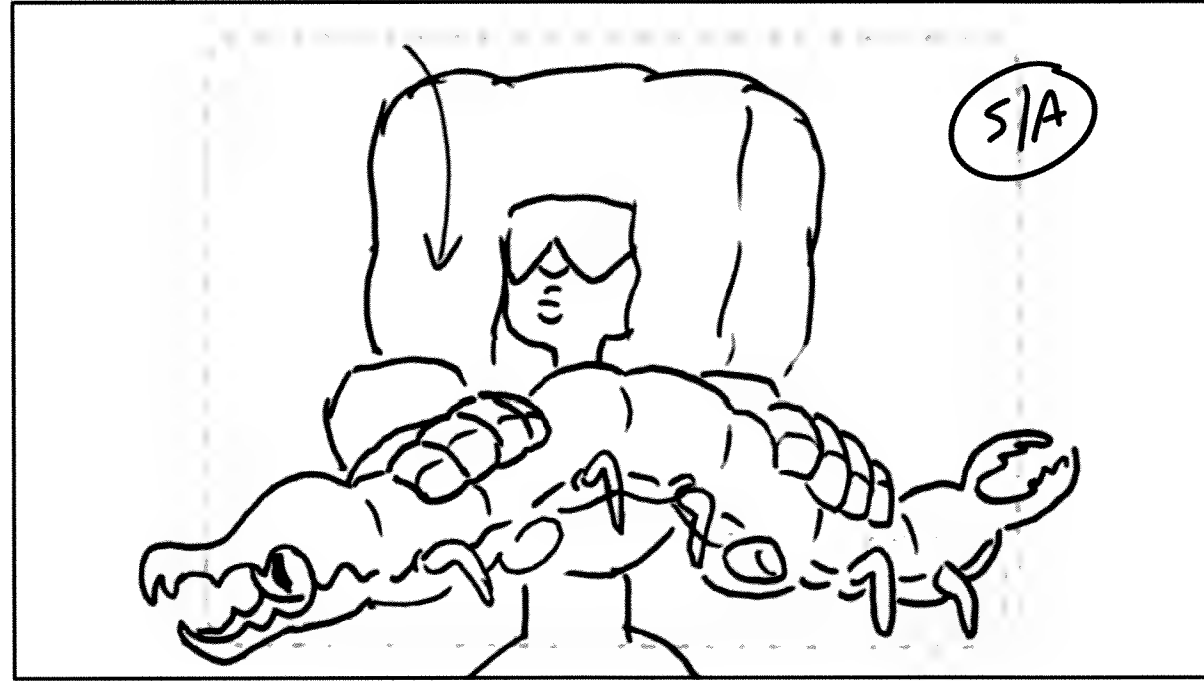
Scene 36 cont Panel _____



Dialogue
Centipeetle Noises: (Growls)

O¹¹

Scene 36 cont Panel 2

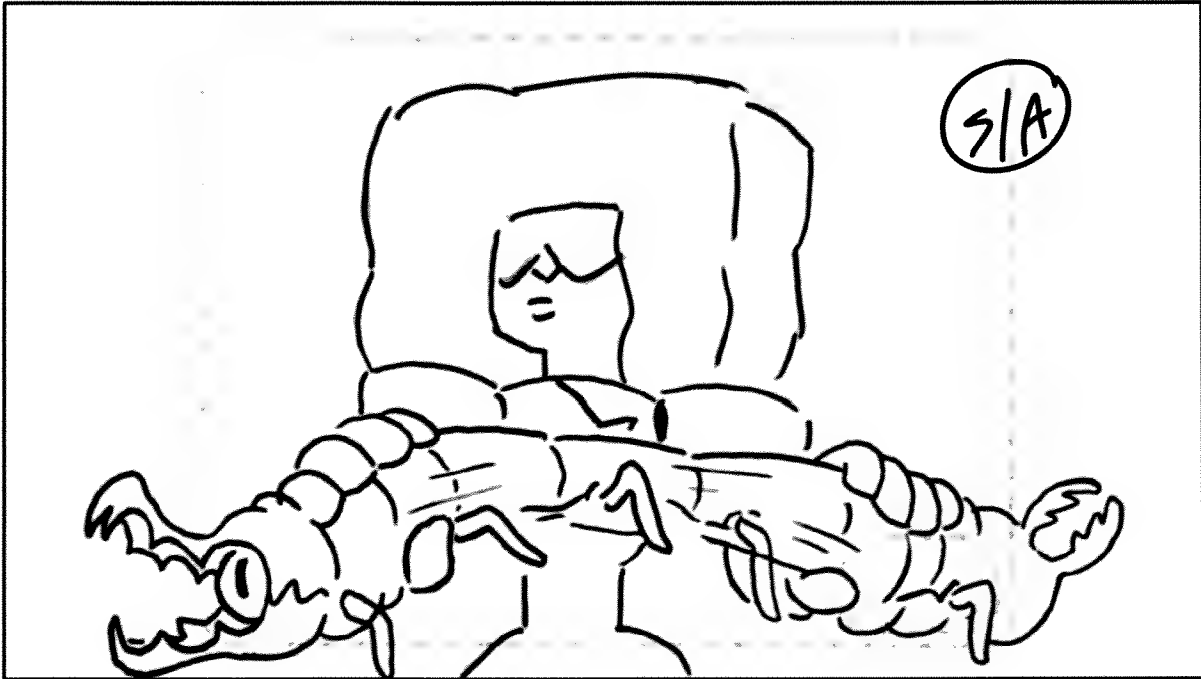


Dialogue
Centipeetle Noises: (Squeals)

O¹⁰

APR 10 2013

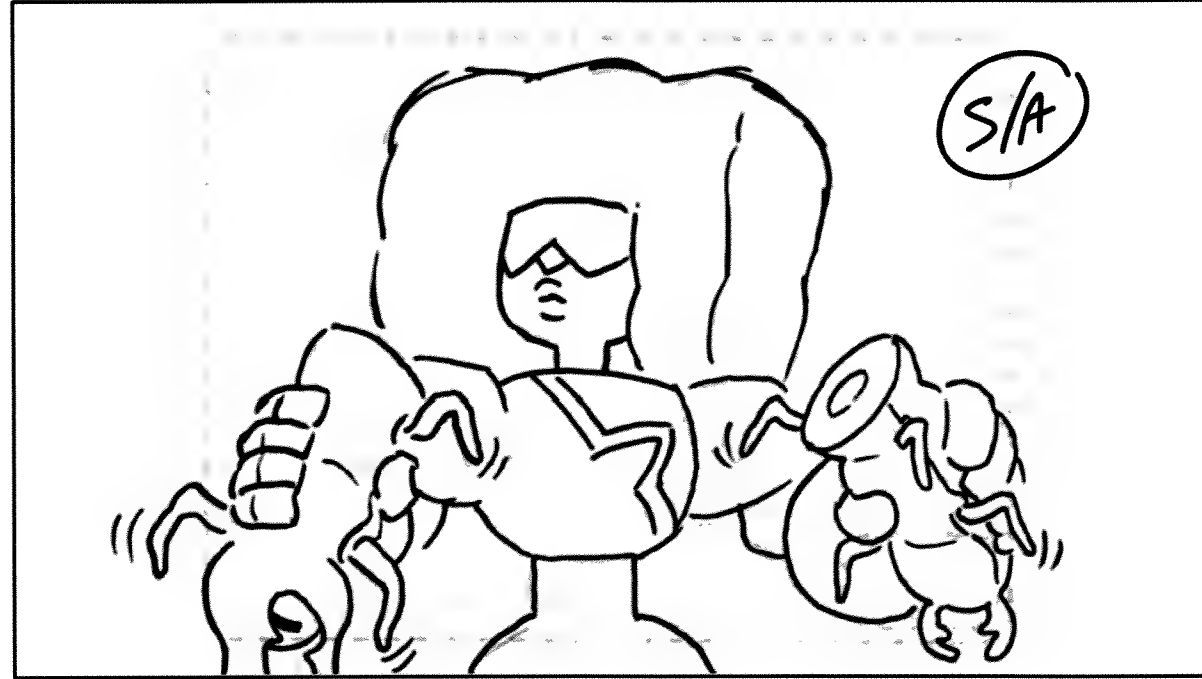
Scene 36 cont Panel 3



Dialogue
Centipeetle Noises: (Squeals)

008

Scene 36 cont Panel 4



Dialogue
Centipeetle Noises: (Squeals end)

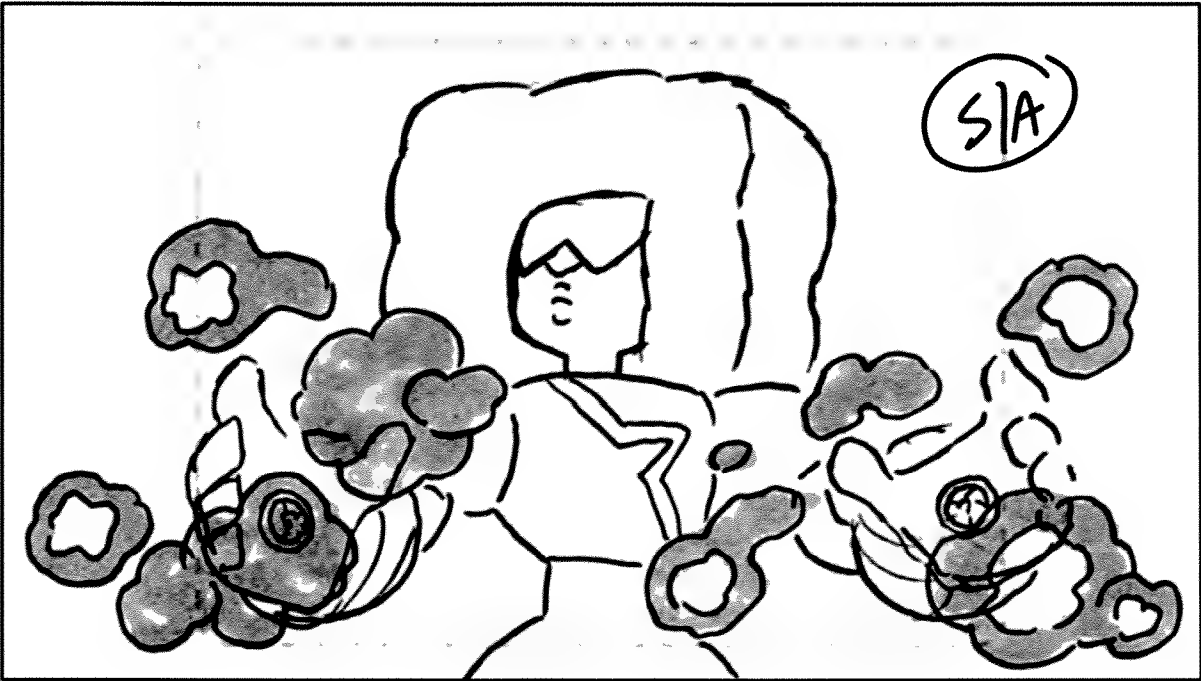
013

APR 10 2013

1020 003

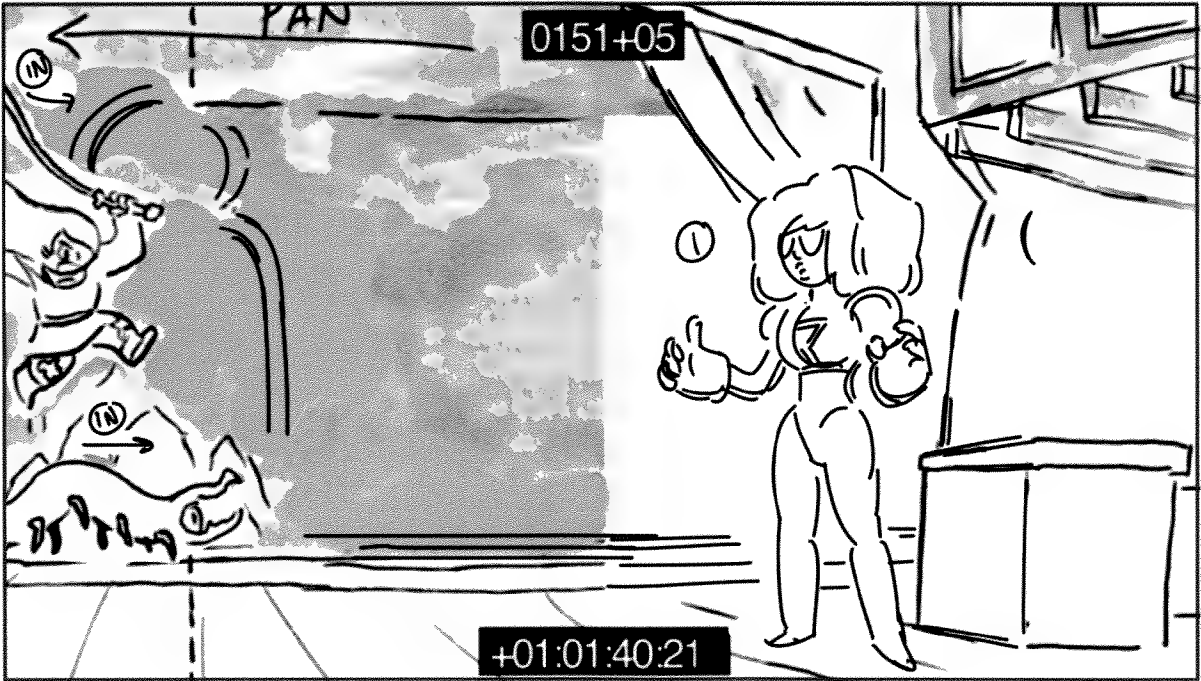
1020 003

Scene 36 CONT Panel 5



100

Scene 37 Panel 1



Action Notes
Garnet start to walk towards screen right.

HOLD HOLD
POSE 1 POSE 2
1 06 0 05

APR 10 2013

A small hand-drawn sketch of Garnet walking towards the right. She is wearing her signature long, wavy hair and a simple t-shirt. There is a circled label '2' next to her head.

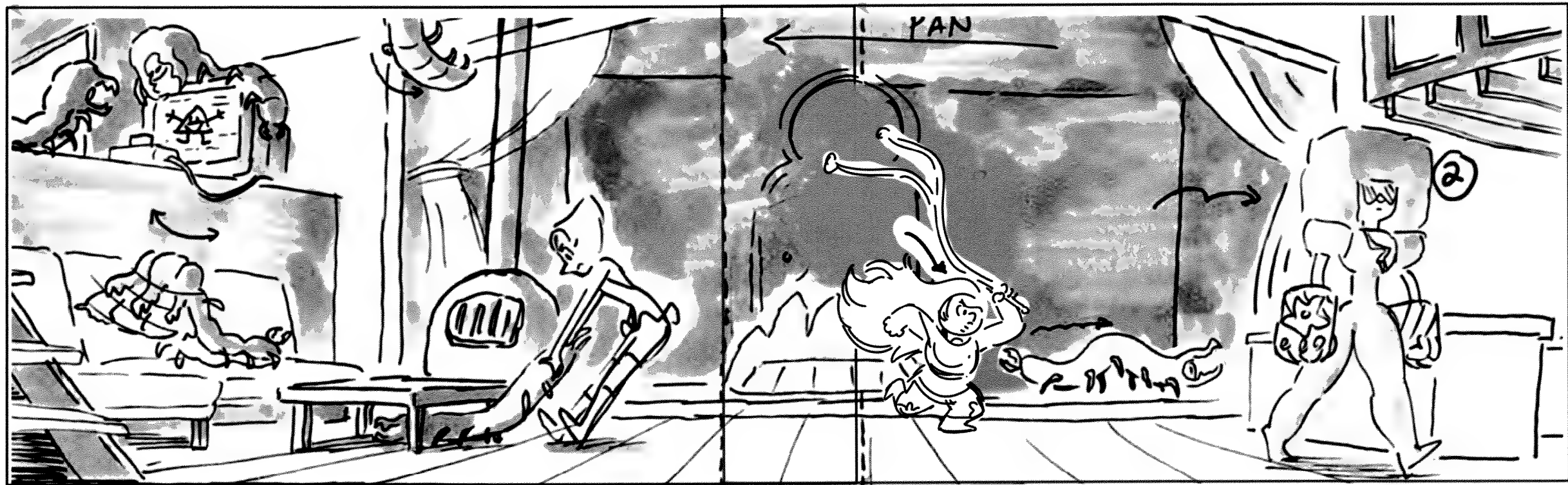
58A NEXT

Scene

37 CONT

Panel

2



Dialogue

Centipeetle Noises: (Squeals and growls)

APR 10 2013

Action Notes

Camera pans screen right to left.

ADJ
309

Scene

37 CONT

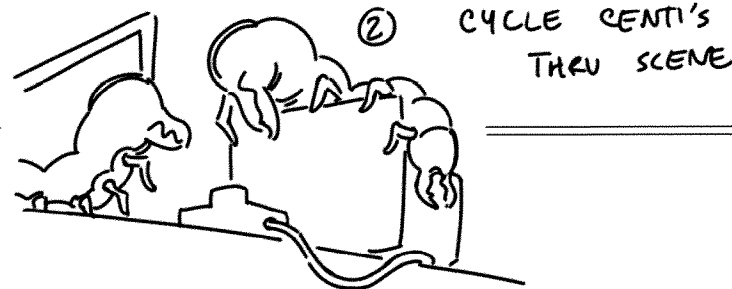
Panel

2



Dialogue

Centipeetle Noises: (Squeals and growls)



Action Notes

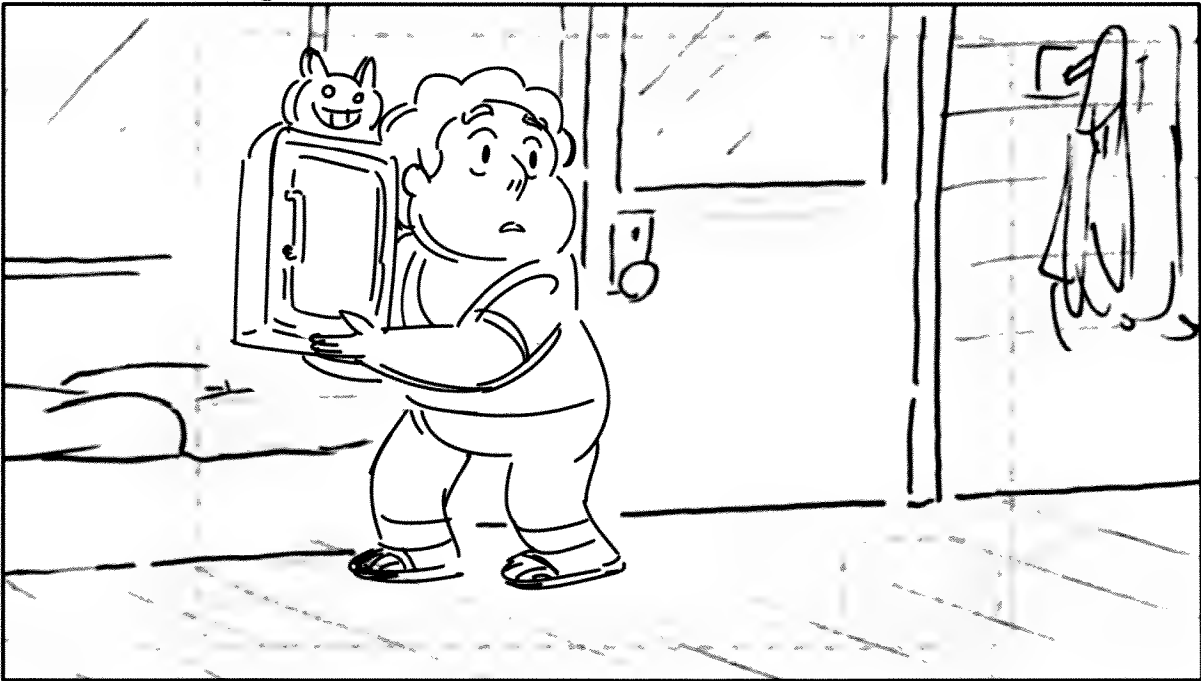
Camera pans screen right to left.

HOLD
015

APR 10 2013

59A NEXT

Scene	Panel
38	1



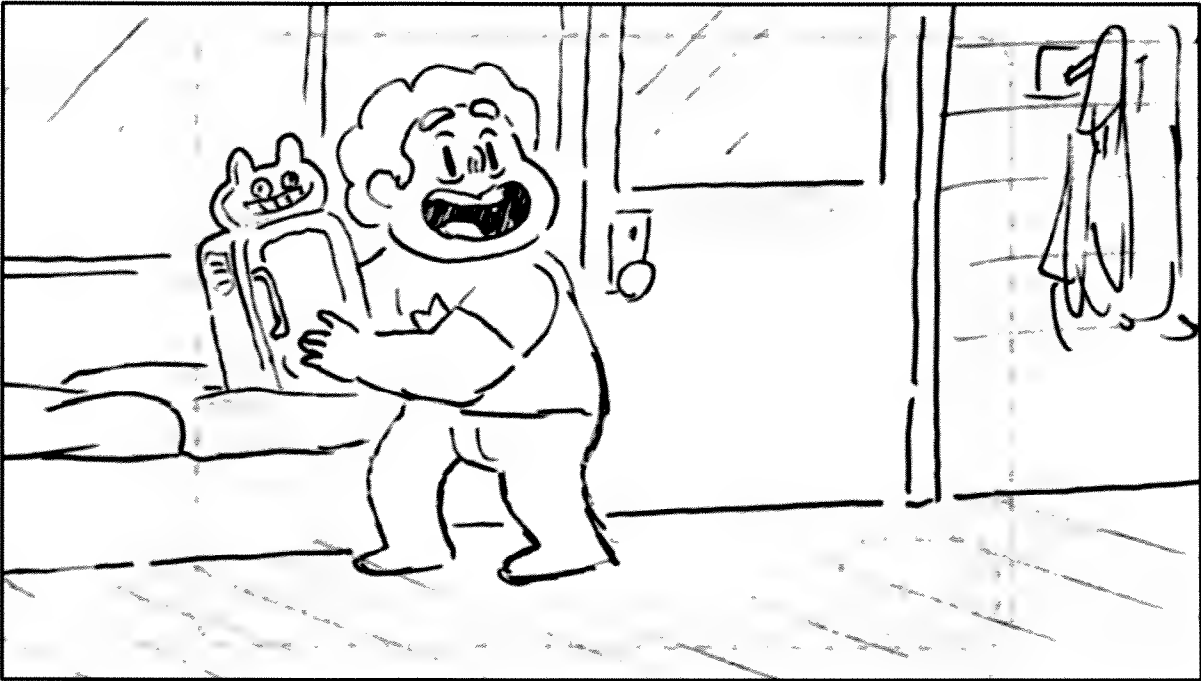
S/P

PANELS 1 through 3

| II

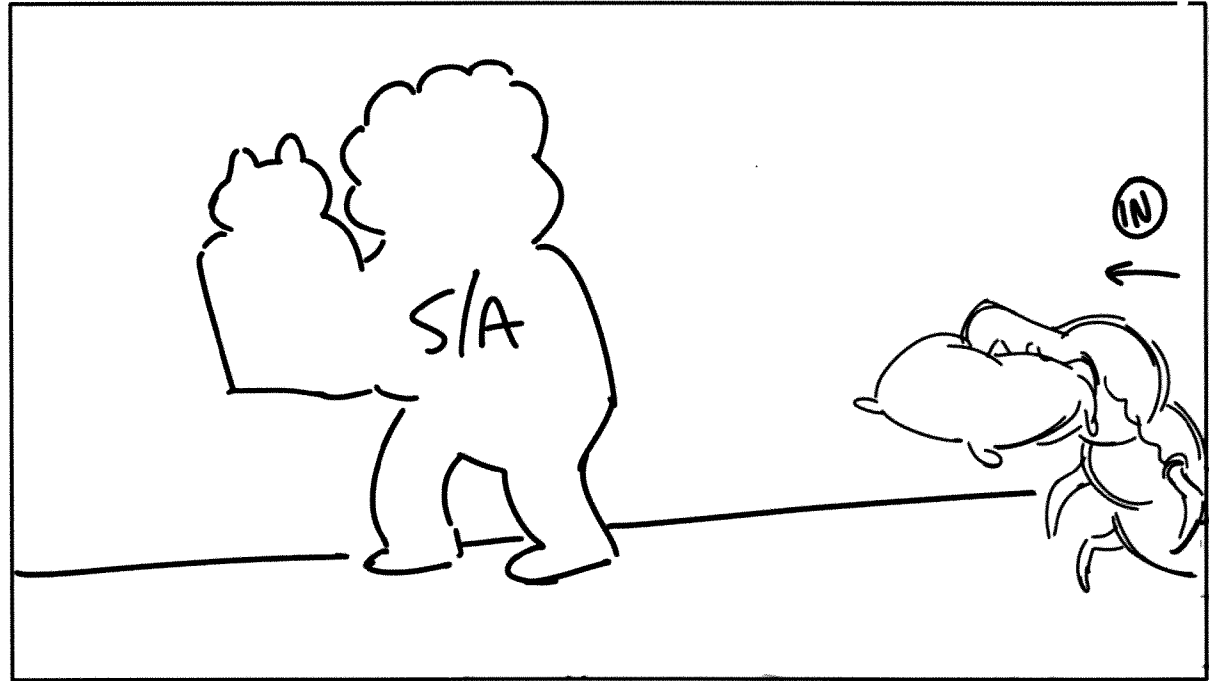
APR 10 2013

Scene 38 cont Panel 2



Dialogue
Steven: Awesome!

Scene 38 cont Panel 3



Centipeetle Noises: (growls)

APR 10 2013

1020 003

1020 003

1020 003

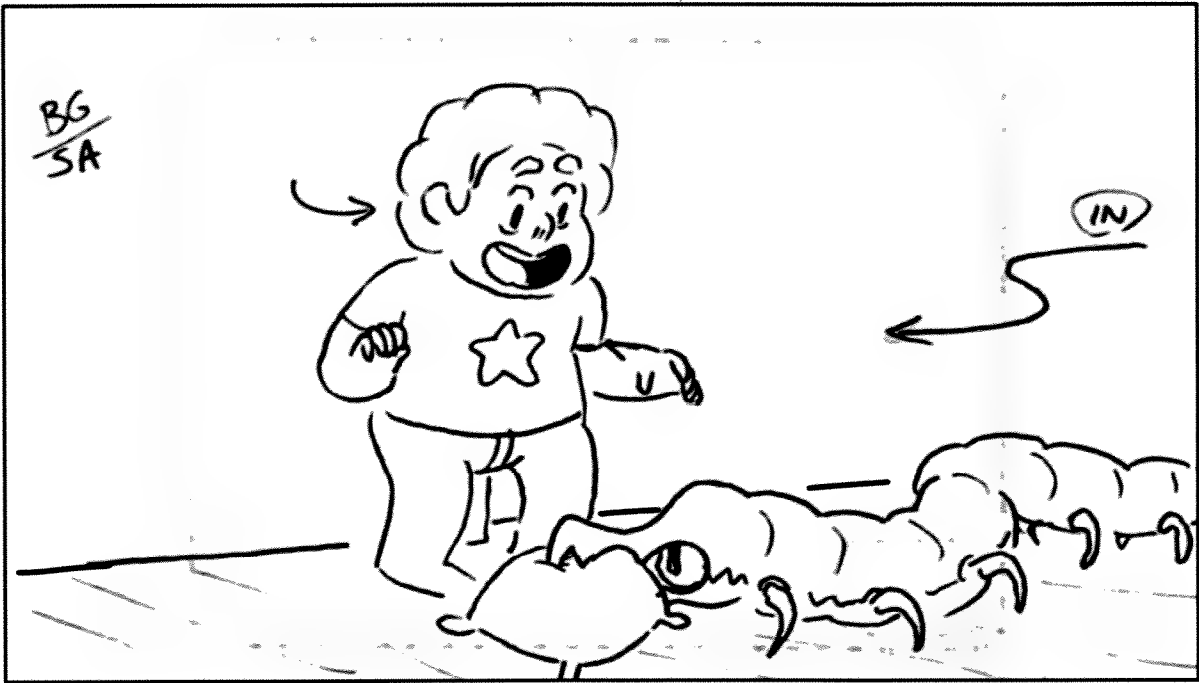
GO NEXT

Scene

38 CONT

Panel

4



Dialogue

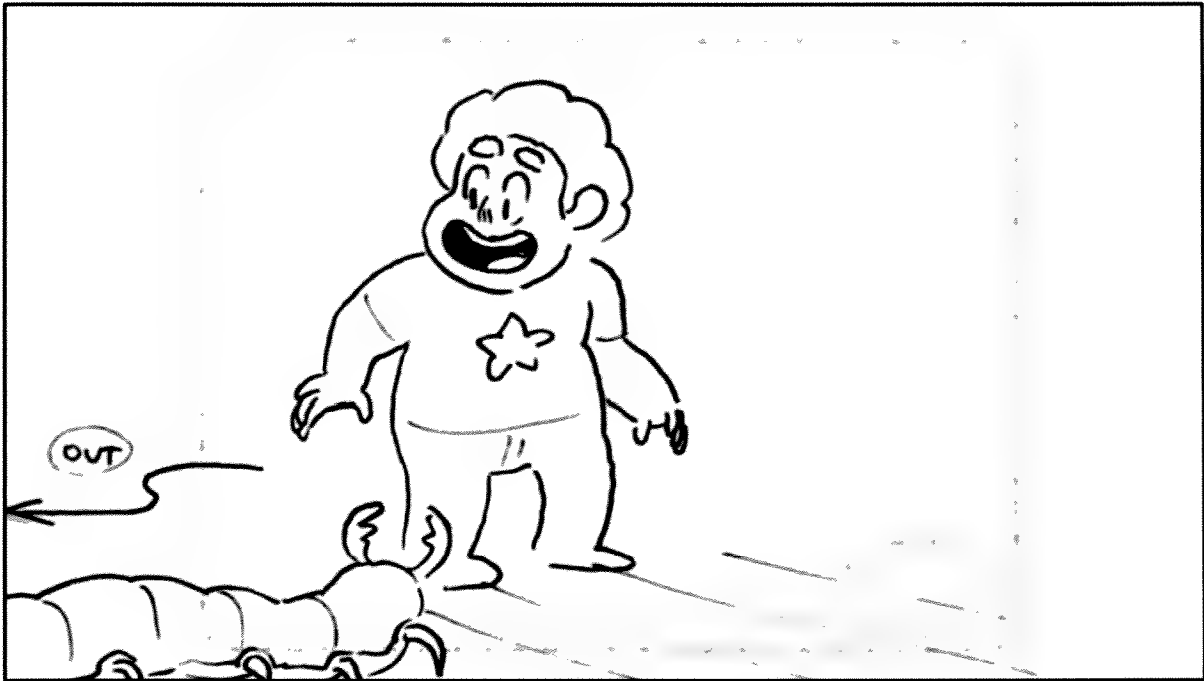
Steven: What are...

Centipeetle Noises: (growls)

APR 10 2013

013

Scene *38 CONT* Panel *5*



Dialogue
Steven: ... these things?

Centipeetle Noises: (growls)

08

Scene *39* Panel *1*



PANELS 1+2
214

APR 10 2011

Scene

39 CONT

Panel

2

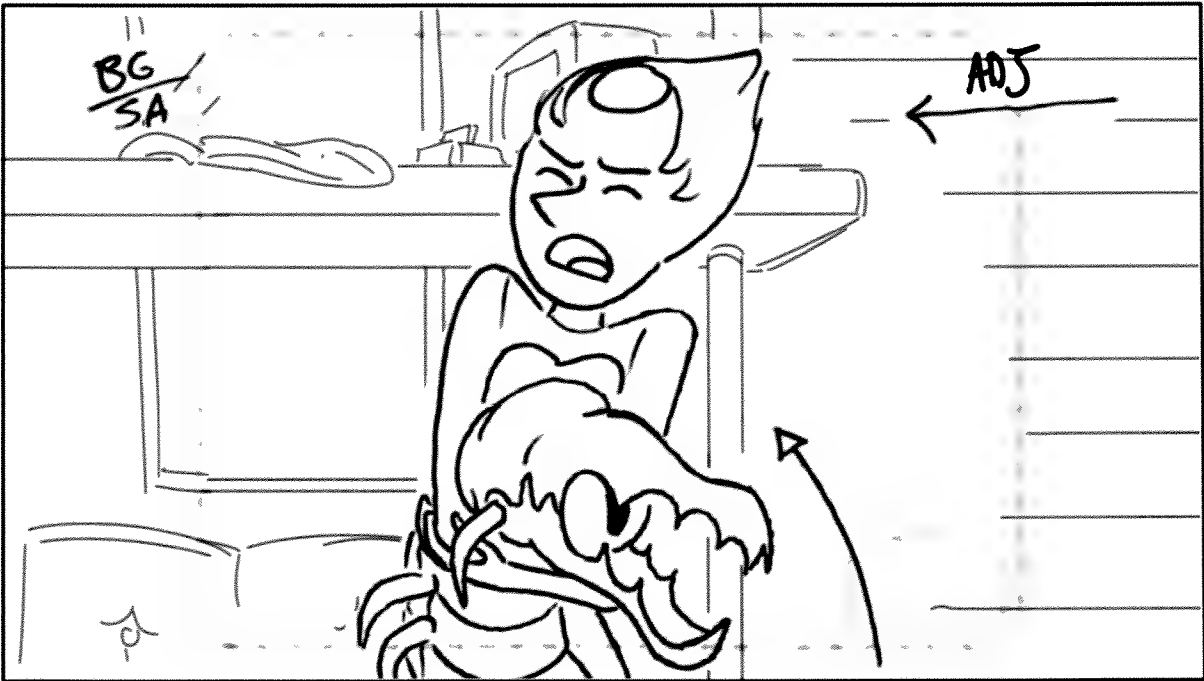


Dialogue

Pearl: Sorry Steven...

APR 10 2013

Scene 39 cont Panel 2A



Dialogue
Pearl: We'll get these centipeetles out of your room.

Centipeetle Noises: (Squeals and growls)

Action Notes
Camera pans slightly screen right to left.

312

Scene 39 cont Panel 3



Dialogue
Pearl: We think they were trying to get into the temple.

Centipeetle Noises: (growls and snaps jaws)

APR 10 2013

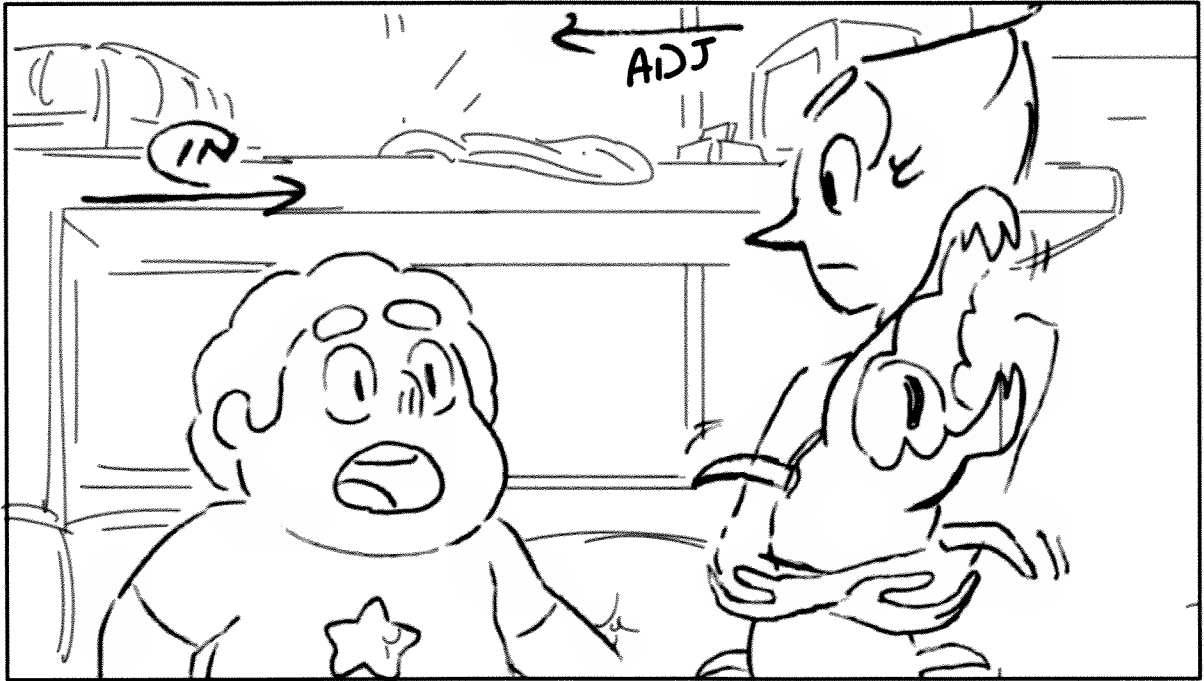
CYCLE PANELS 3+4x4
103

A hand-drawn sketch of a centipeetle's head and mouth, showing its teeth and tongue.

Scene 29 CONT Panel 4



Scene 39 CONT Panel 5



Dialogue

Steven: Aww you don't have to get rid of them...

Centipeetle Noises: (Squeals)

APR 10 2016

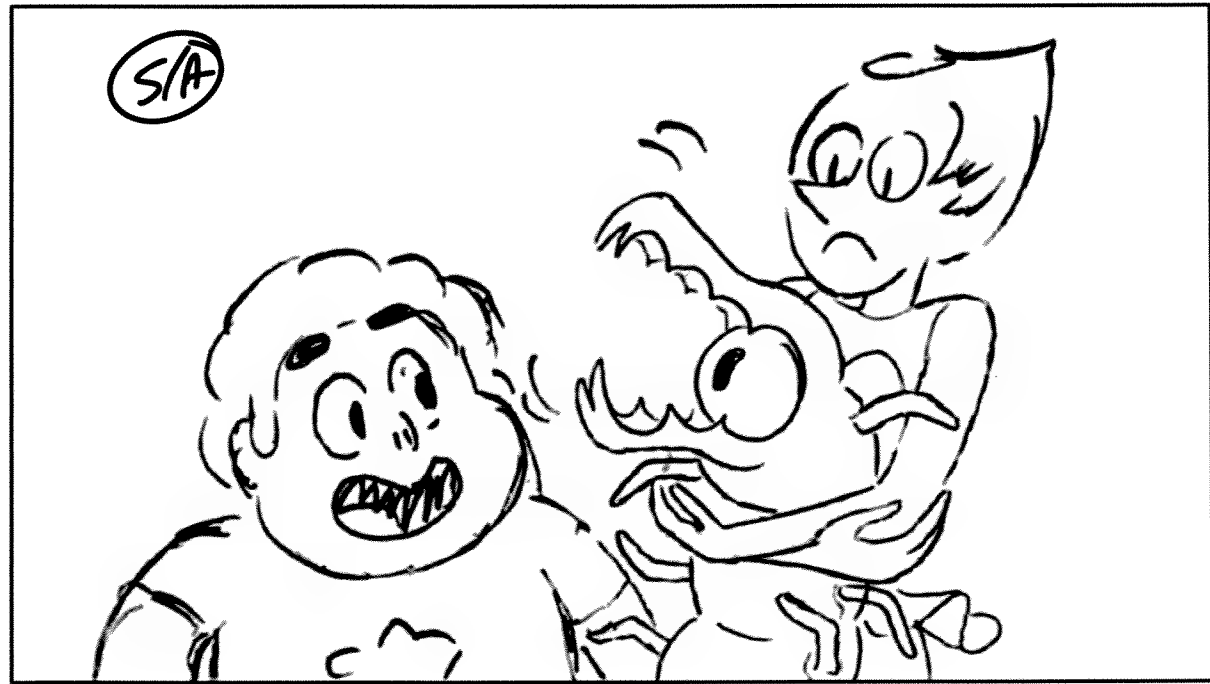
Action Notes

Steven comes in from the left.

Camera pans slightly left to right.

304

Scene 39 CONT Panel 6

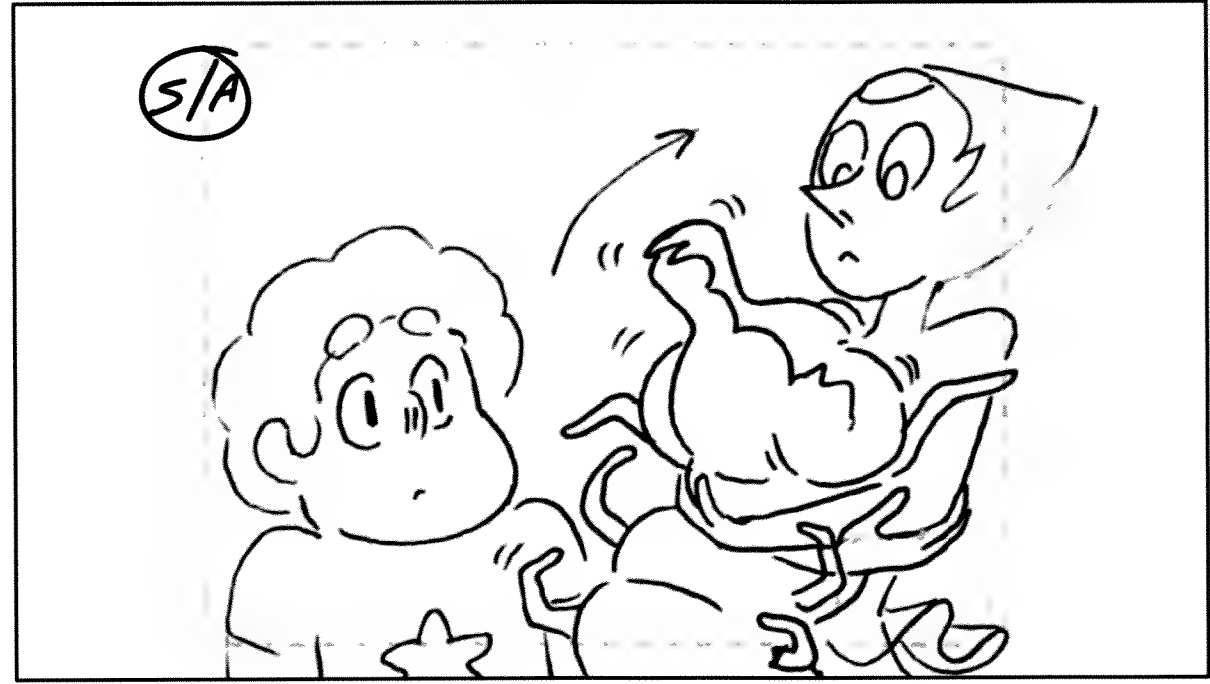


Dialogue
Steven: They're really cool!

Centipeetle Noises: (Squeals)

202

Scene 39 CONT Panel 7

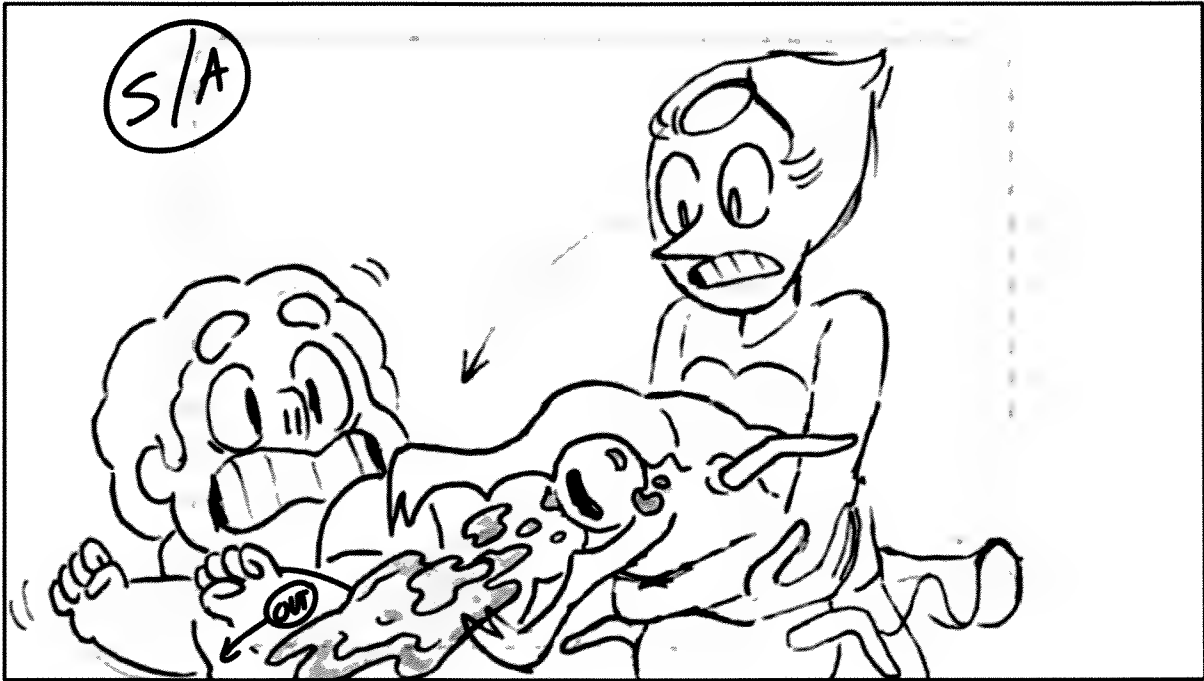


Dialogue
Centipeetle Noises: (gag)

APR 10 2013

006

Scene 39 CONT Panel 8



Dialogue
Centipeetle Noises: (Spit)

102

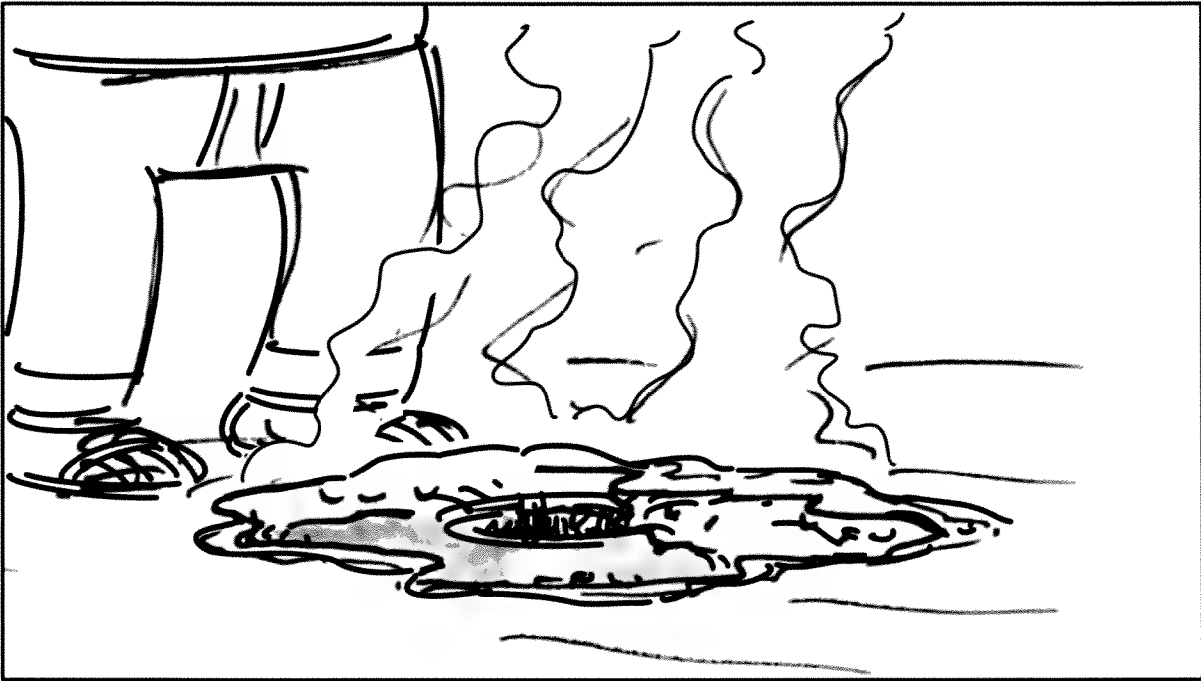
Scene 40 Panel 1



APR 10 2013

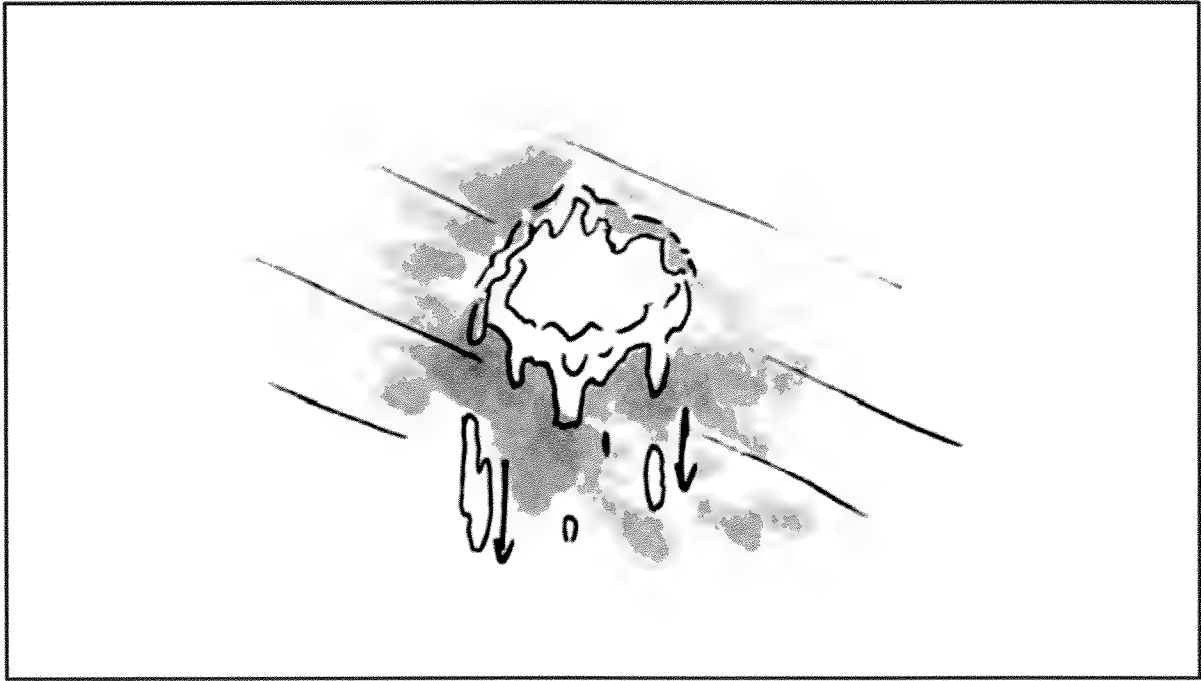
006

Scene 40 cont Panel 2



13

Scene 41 Panel 1



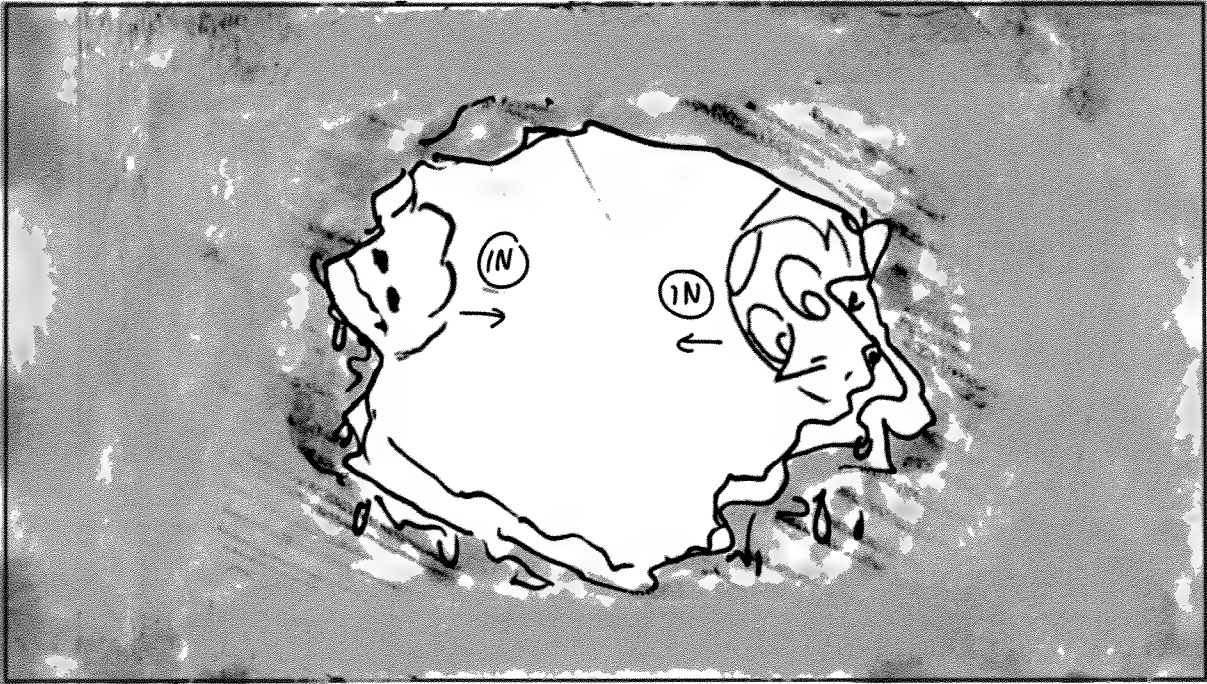
15

OUT

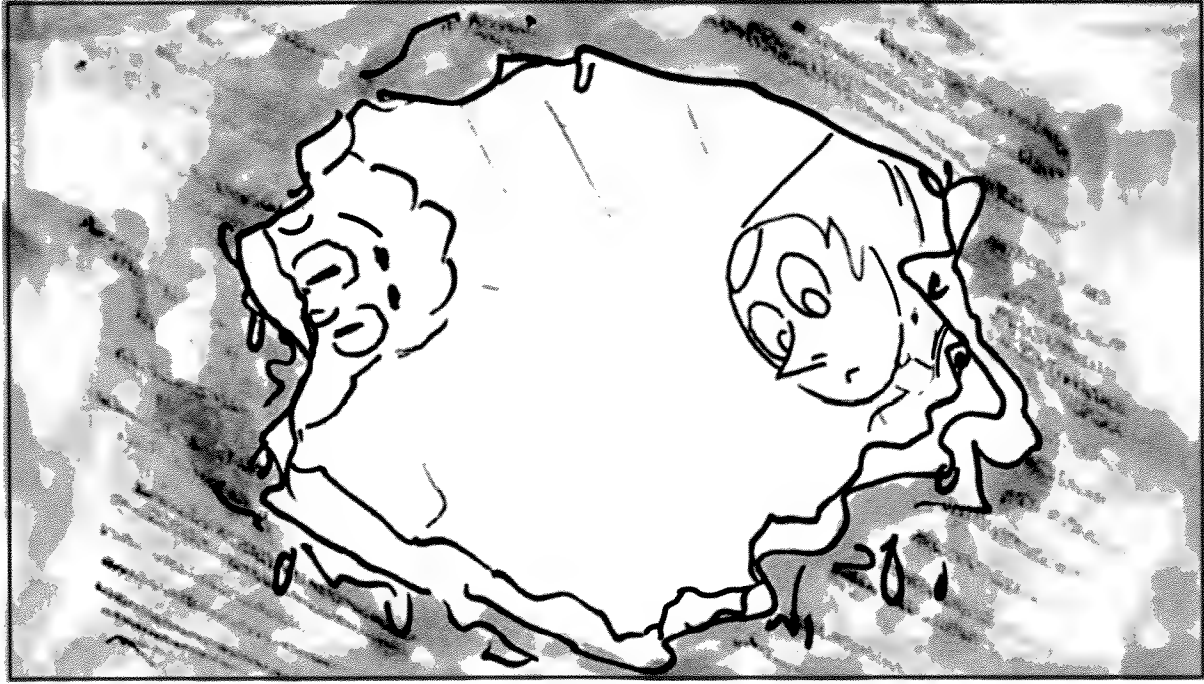
OUT

APR 10 2010

Scene 4/CONT Panel 2



Scene 4/CONT Panel 3



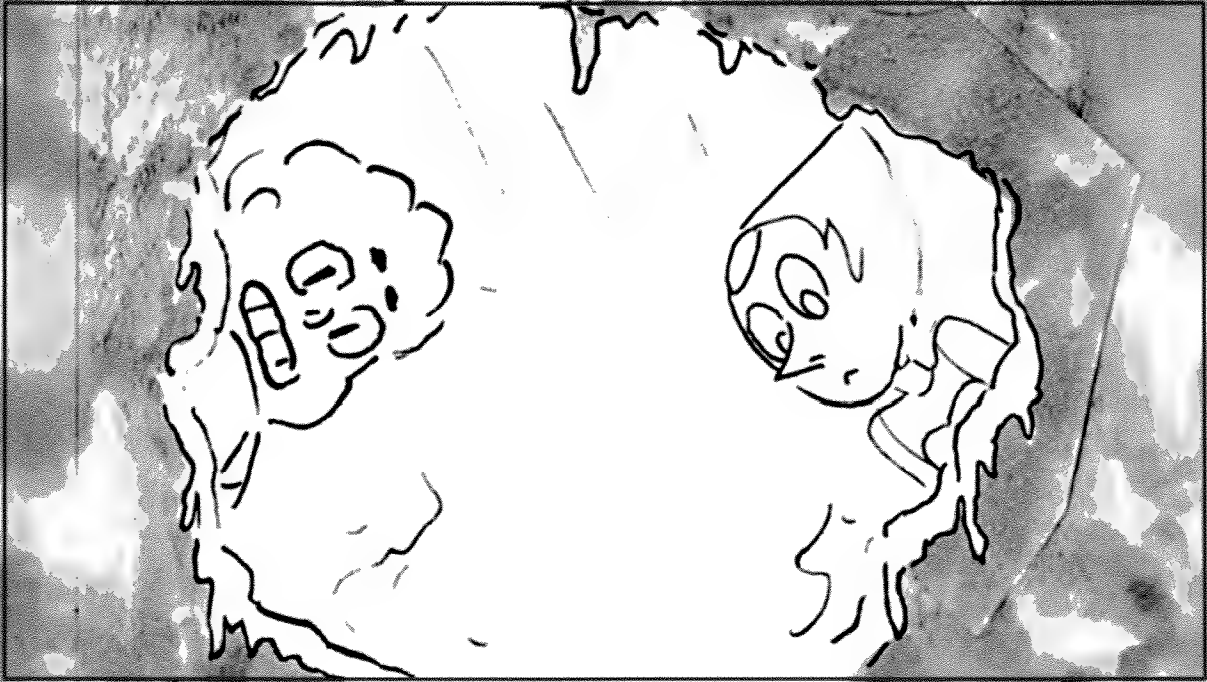
PANELS 2 through 6
507

APR 10 2013

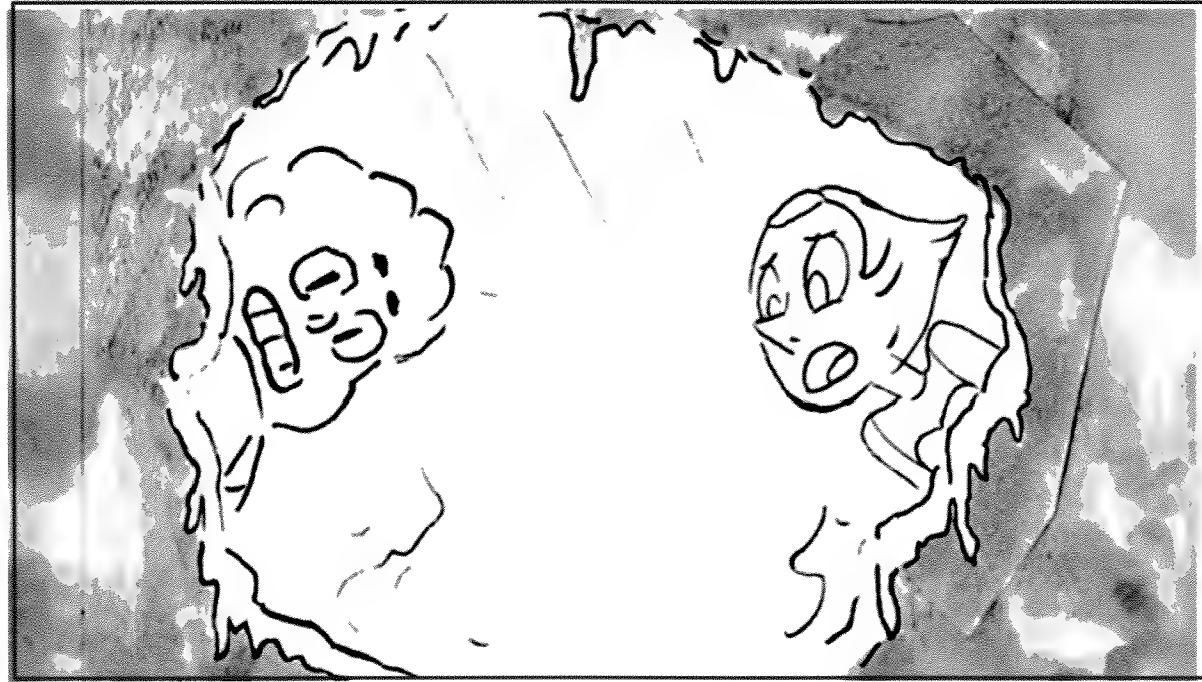
1020 003

1020 003

Scene 4/CONT Panel 4



Scene 4/CONT Panel 5



Dialogue
Pearl: If by cool you mean

APR 10 2013

1020 003

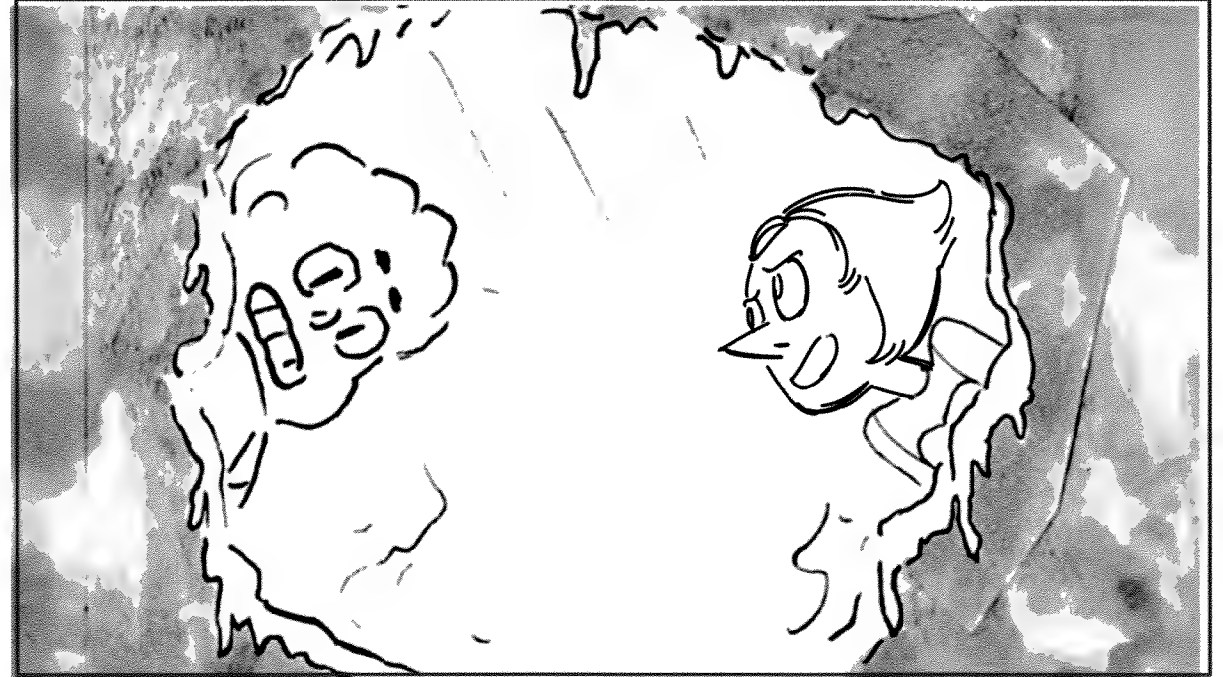
1020 003

Scene

41 CONT

Panel

6



Dialogue

Pearl: incredibly dangerous.

APR 10 2013

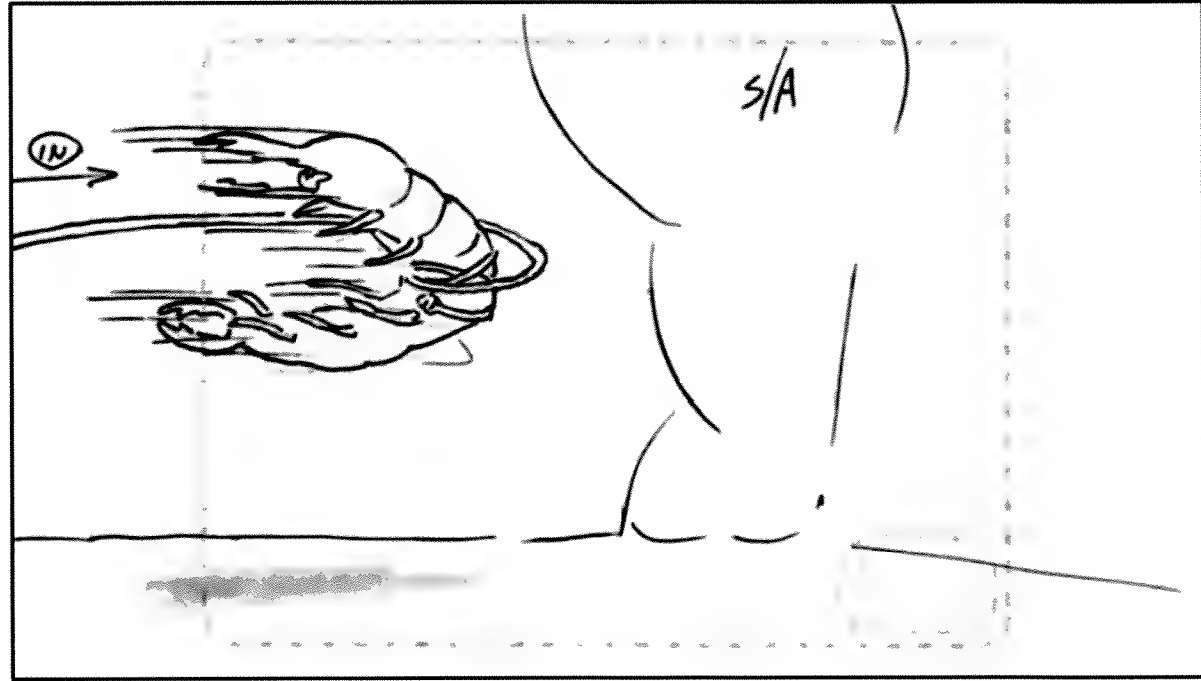
Scene	42	Panel	1
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Dialogue
Centipeetle Noise: (Squeals)

012

Scene	42 CONT	Panel	2
-------	---------	-------	---



Dialogue
Centipeetle Noise: (Squeals)

Action Notes
Centipeetle enters screen left.

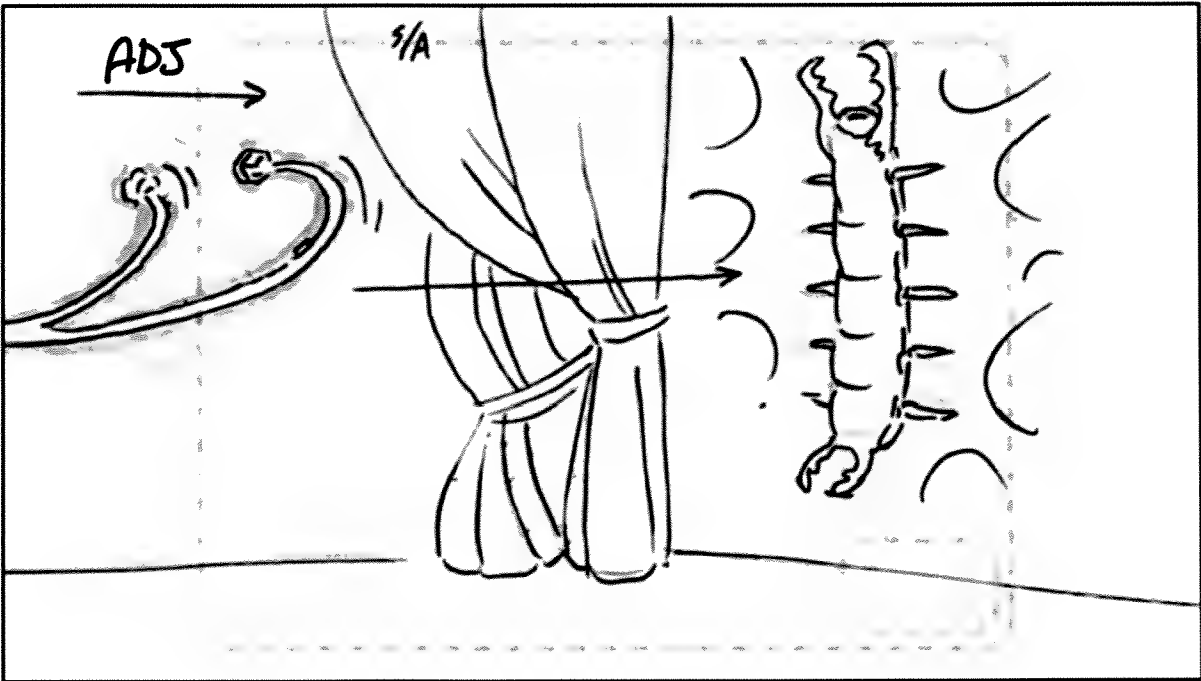
APR 10 2013

006

1020 003

1020 003

Scene 42 CONT Panel 3

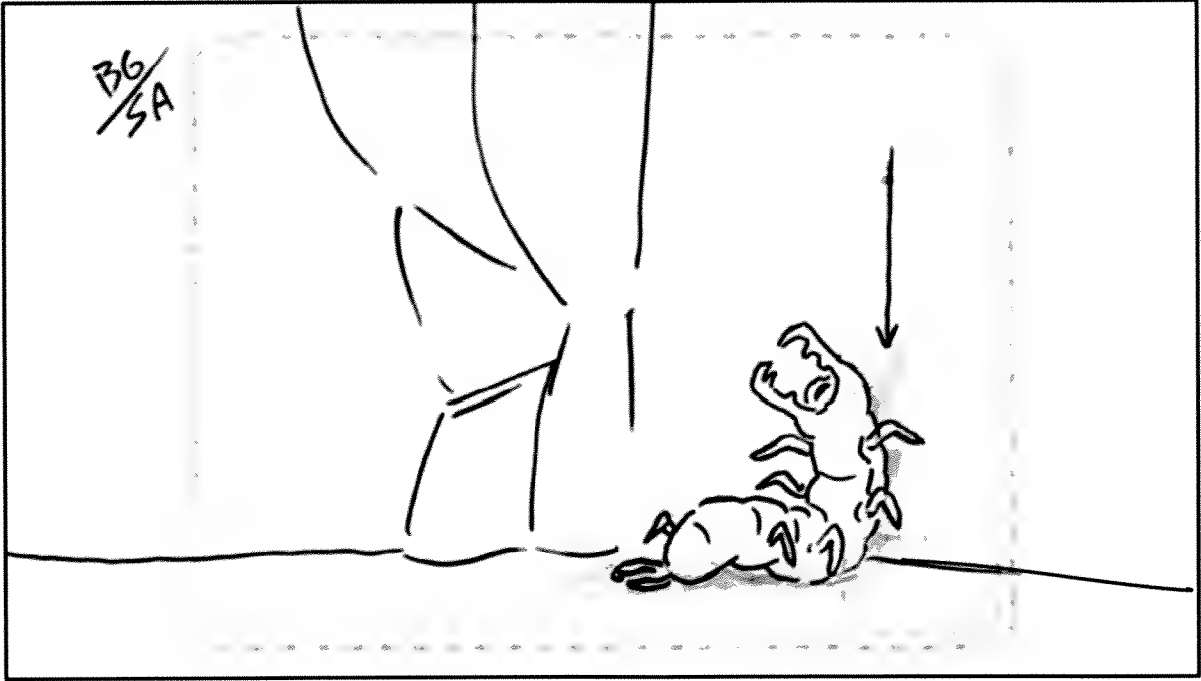


Dialogue
Centipeetle Noises: (Squeals the splat)

Action Notes
Camera pans from screen left to right.

0 14

Scene 42 CONT Panel 4

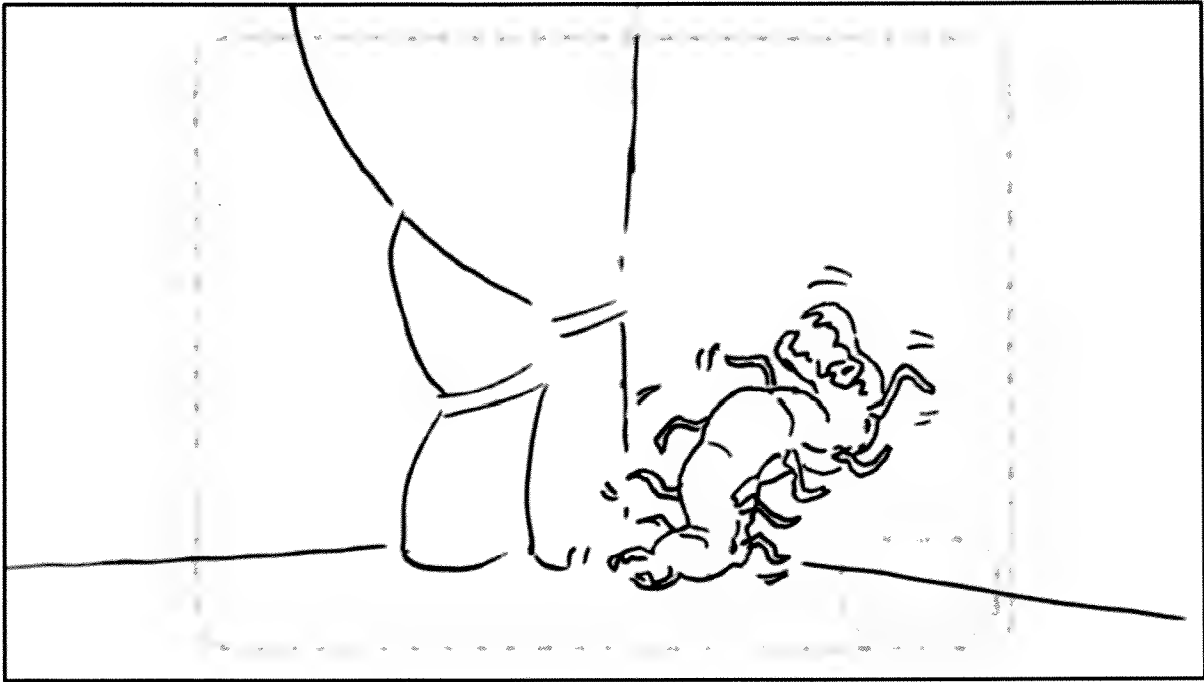


Dialogue
Centipeetle Noises: (pain)

APR 10 2013

1 00

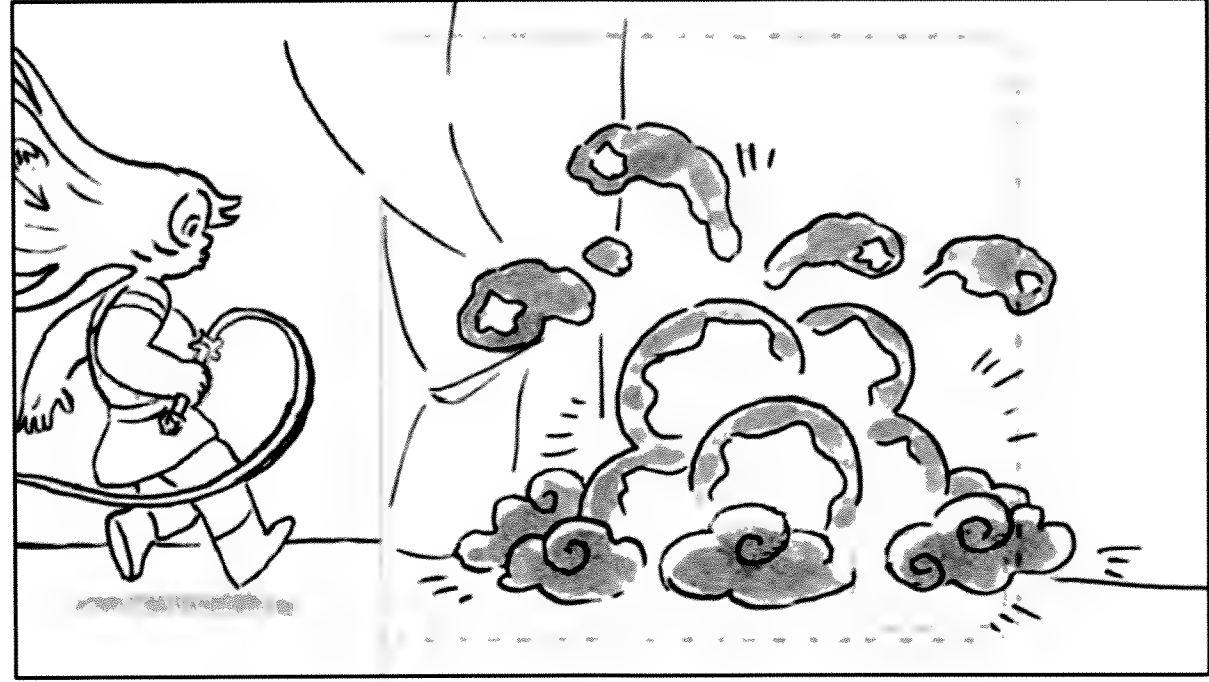
Scene 42 CONT Panel 5



Dialogue
Centipeetle Noises: (pain)

014

Scene 42 CONT Panel 6



PANELS 6+7
010

APR 10 2013

Scene	42 CONT	Panel	7
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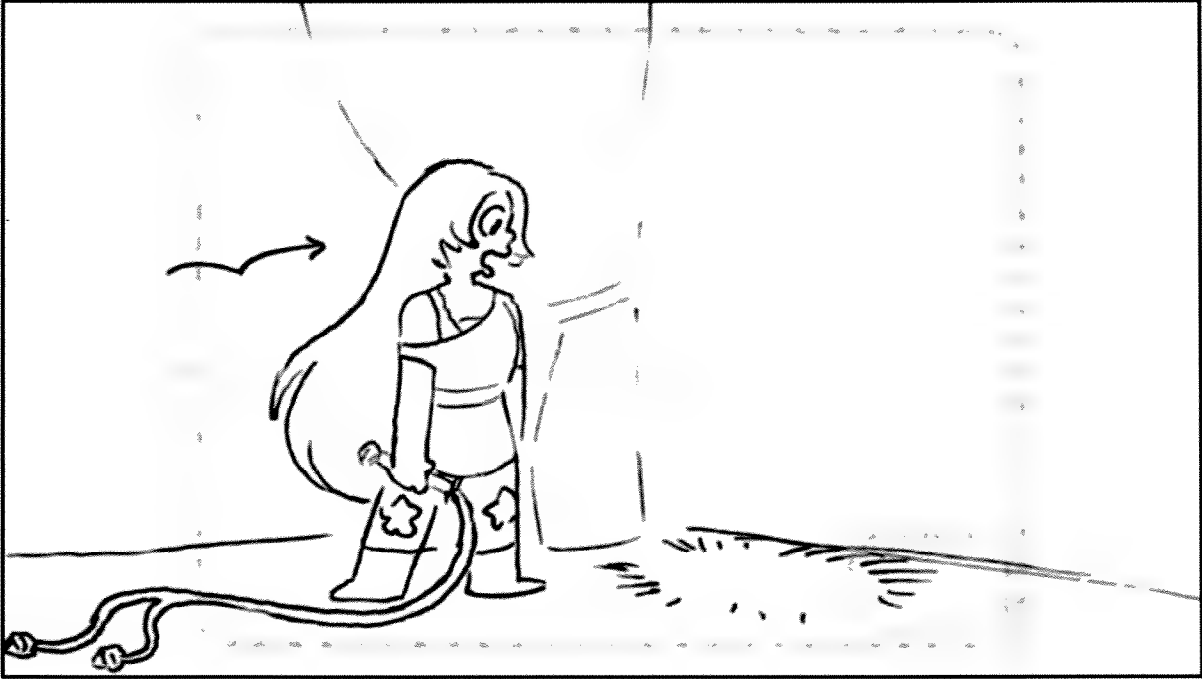
APR 10 2013

1020 003

1020 003

7/1A NEXT

Scene	42 CONT	Panel	8
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Dialogue
Amethyst: Umm you guys...
2 ¹²

APR 10 2013

1020 003

1020 003

NO SC
43

Scene	42 CONT	Panel	9
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Dialogue
Amethyst: ... these things don't have gems.

②

CYCLE w/ ①

S/A

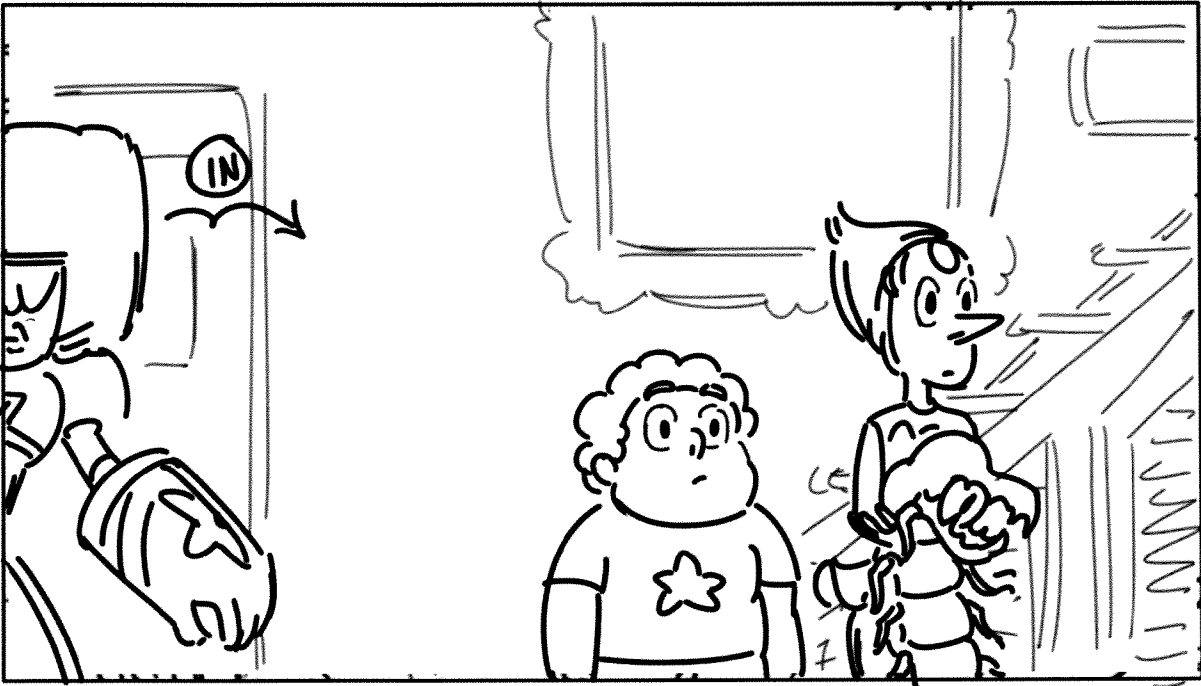
Action Notes
Camera pans from screen right to left.

309

APR 10 2013

72A NEXT

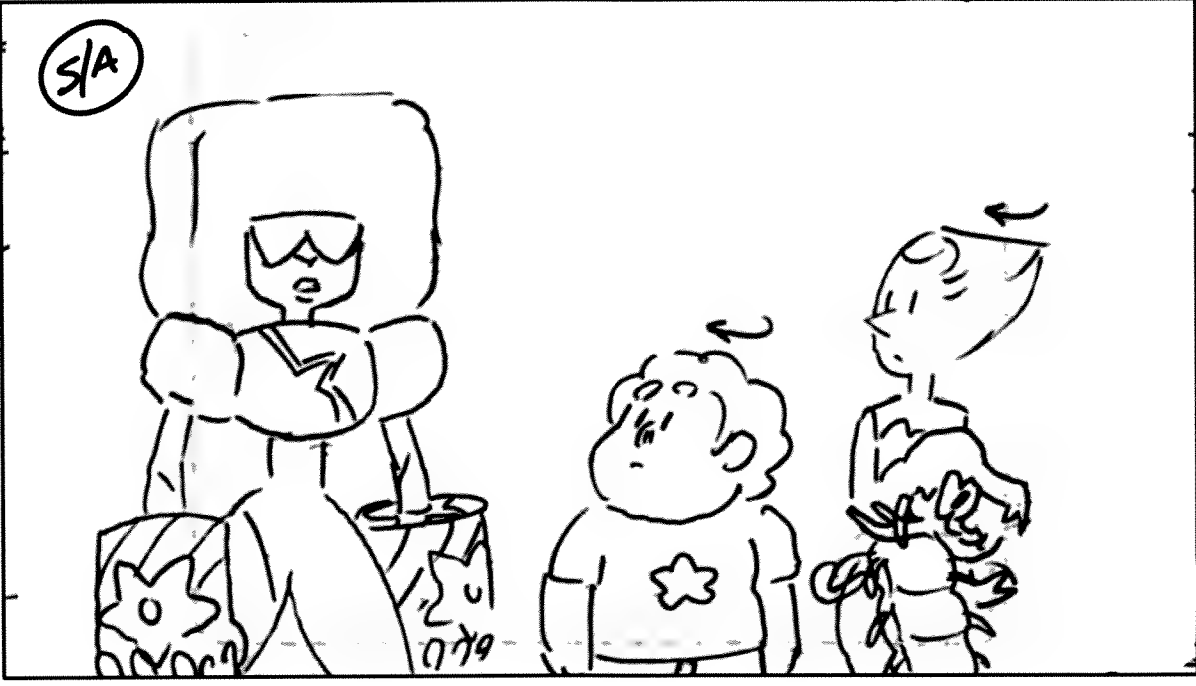
Scene 44 Panel 1



Dialogue

PANELS 1+2
102

Scene 44 CONT Panel 2

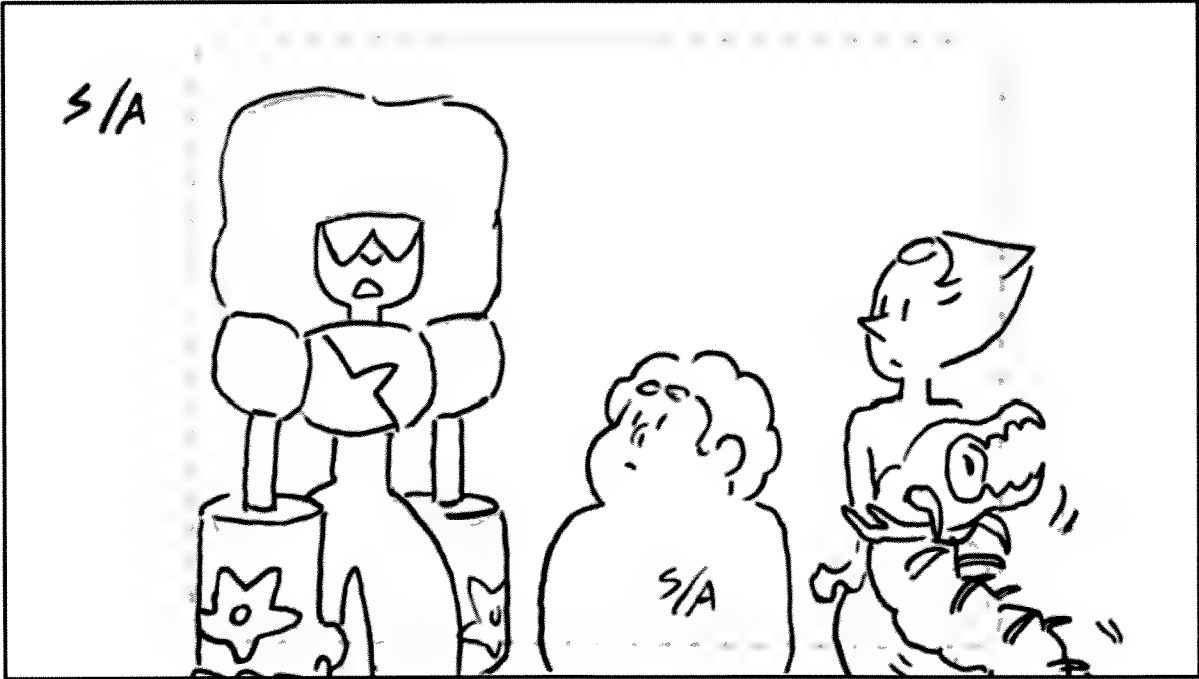


Dialogue

Garnet: That means...

APR 10 2013

Scene	44 CONT	Panel	3
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Dialogue
Garnet: ... there must be a mother somewhere nearby.

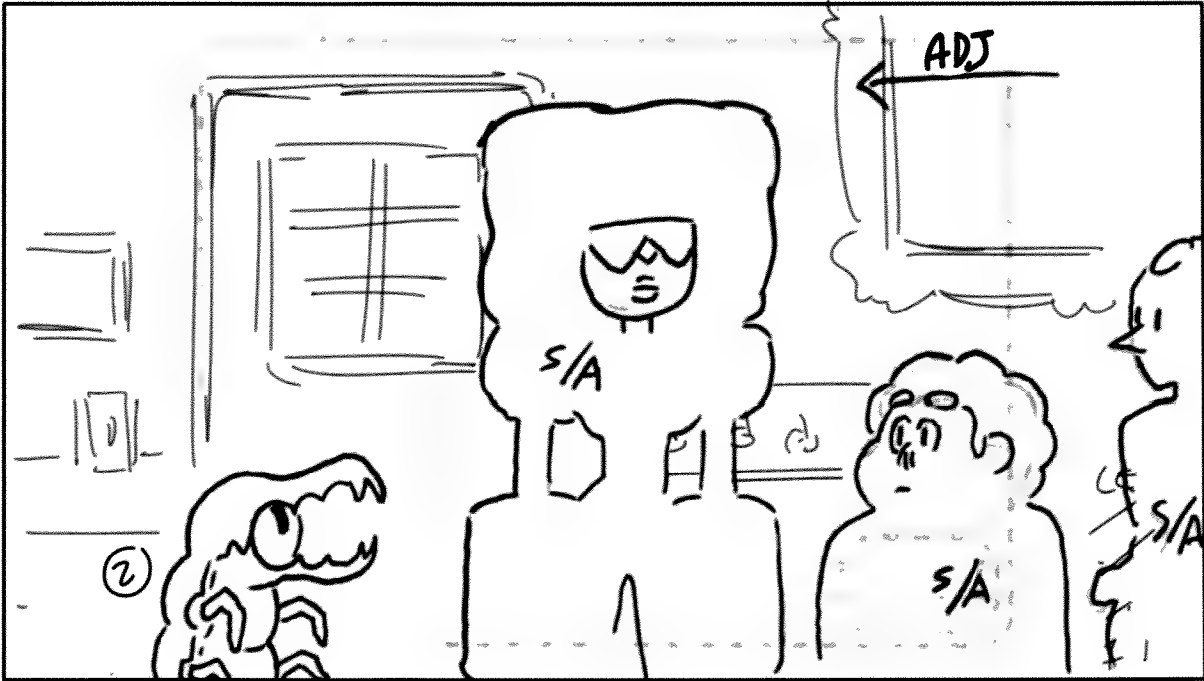
APR 10 2013

2¹⁵


1020 003

1020 003

Scene 44 CONT Panel 4

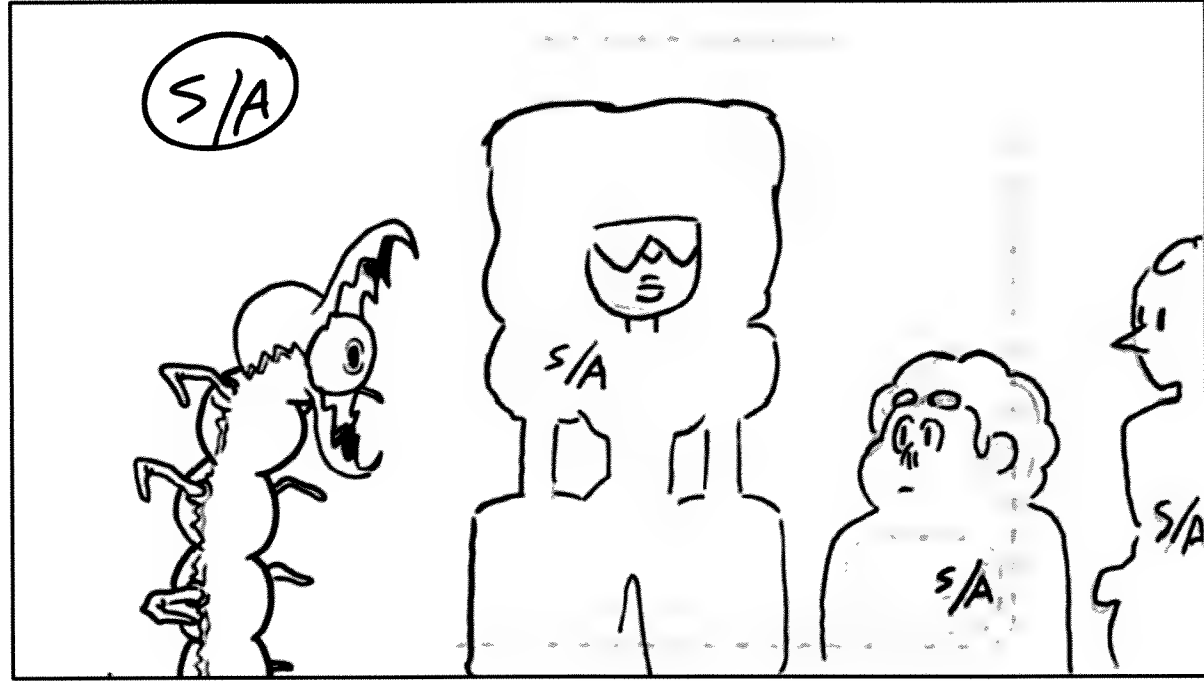


Dialogue
Centipeetle noise: (Growls)

① 

Action Notes
Camera pans from screen left to right.
Centipeetle pops up from out of frame.
0⁰⁵

Scene 44 CONT Panel 5 5



Dialogue
Centipeetle noise: (Growls)

APR 10 2013

0¹⁵

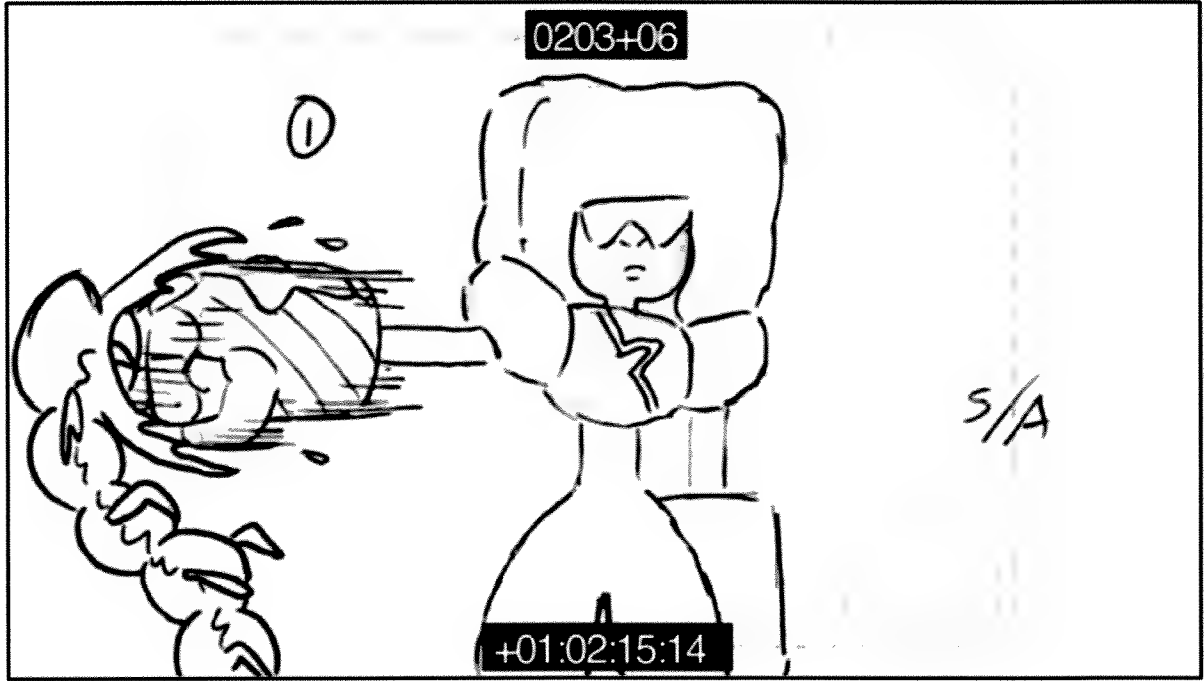
Scene *44 cont* Panel *6*



Dialogue
Centipeetle noise: (Growls)

004

Scene *44 cont* Panel *7*

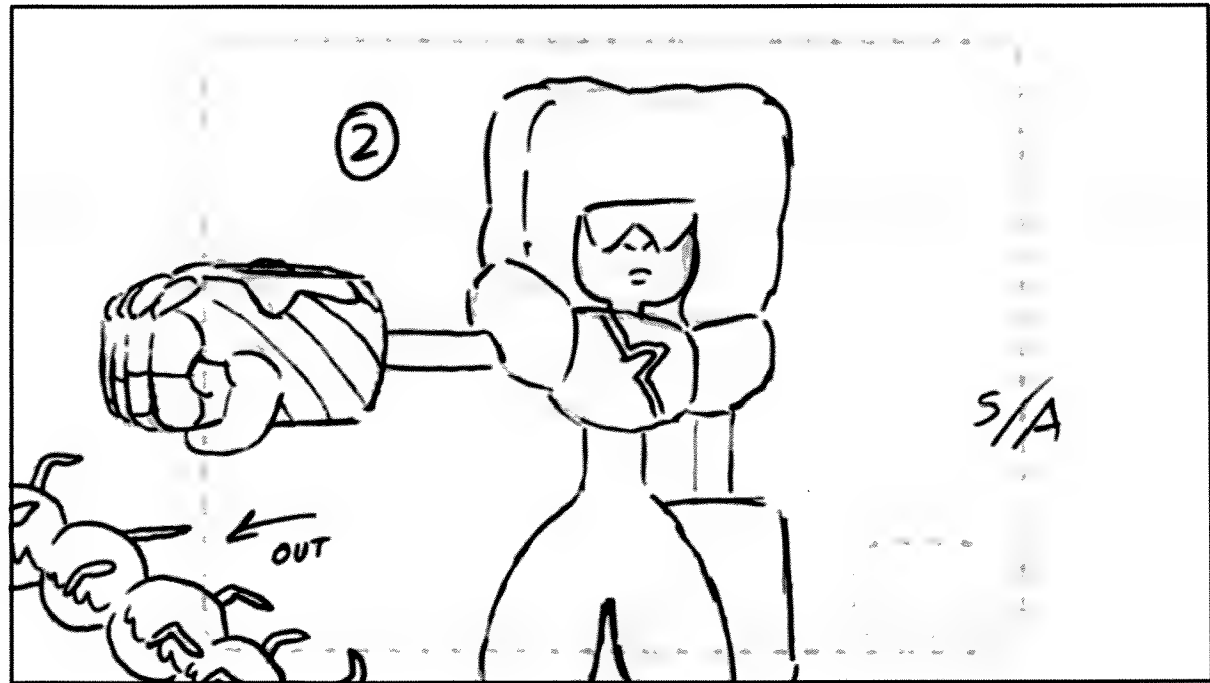


Dialogue
Centipeetle noise: (Squeals)

004

APR 10 2015

Scene 44 CONT Panel 8

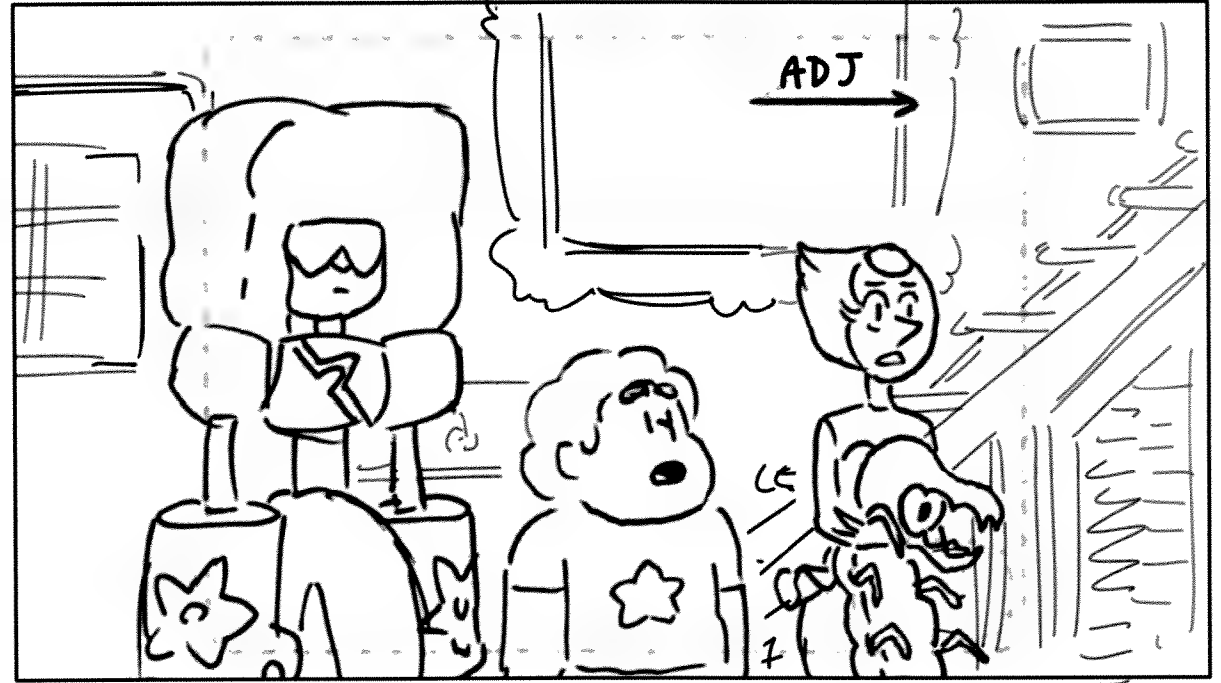


Action Notes

Centipeetle fall off screen left.

100

Scene 44 CONT Panel 9



Dialogue

Pearl: We should probably find it before anyone gets hurt.

APR 10 2013

Action Notes

Camera pans from screen left to right.

PANELS 9+10

410

76A NEXT

Scene	44 CONT	Panel	10
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Dialogue

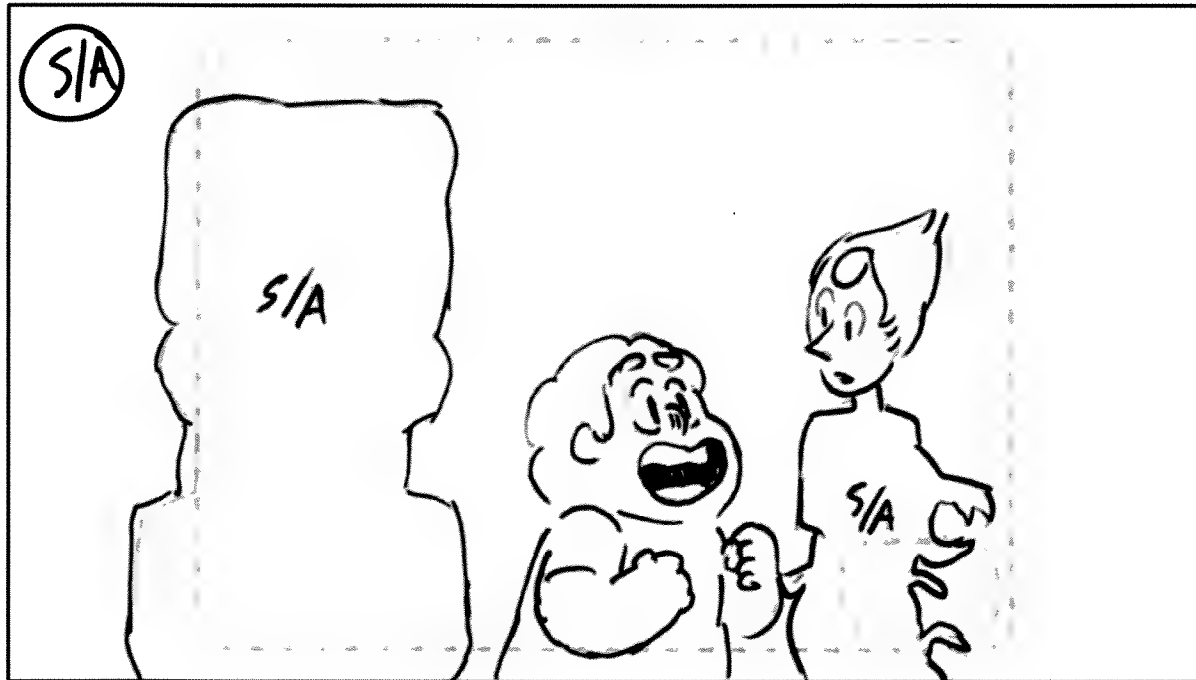
Steven: Ooh ooh

APR 10 2013

1020 003

1020 003

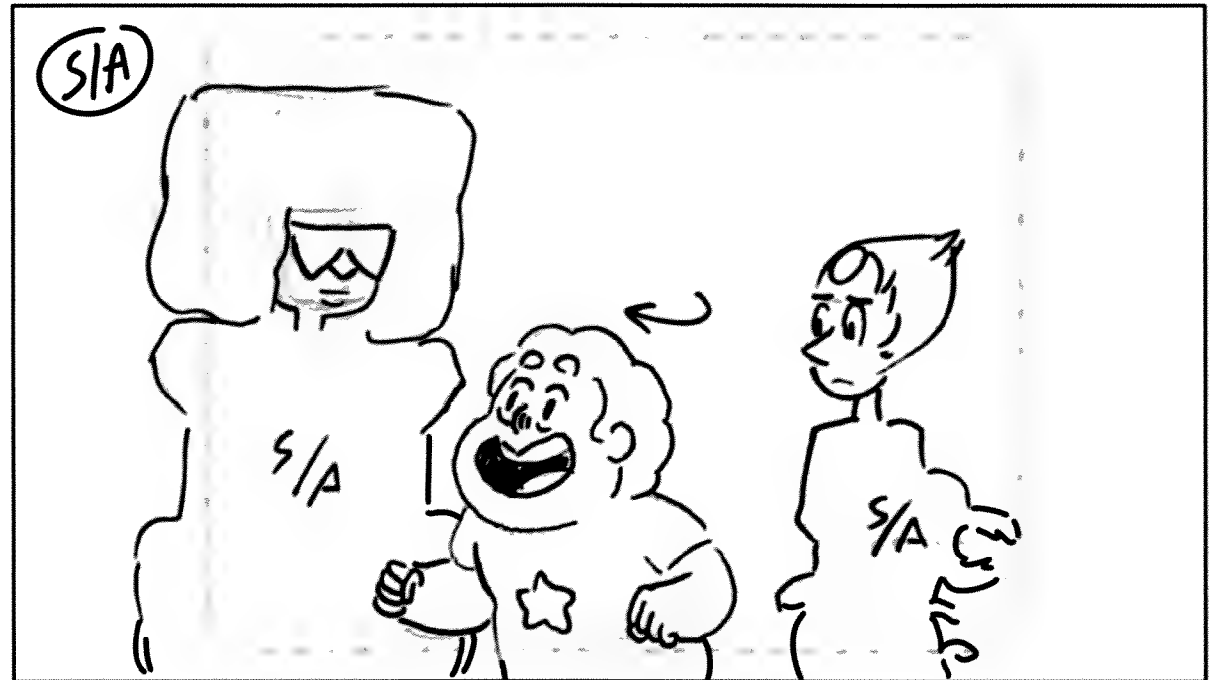
Scene 44 CONT Panel 11



Dialogue
Steven: can I come?!

2⁰⁶

Scene 44 CONT Panel 12



Dialogue
Steven: Can I? Can I?

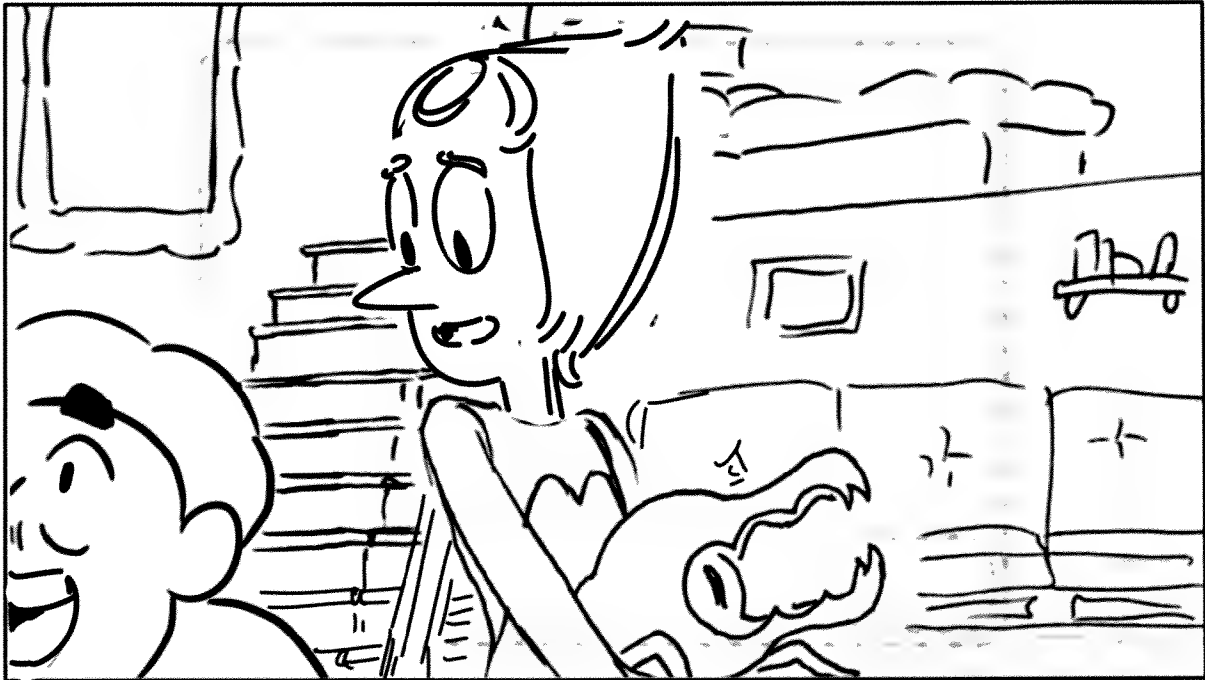
2⁰¹

APR 10 2013

1020 003

1020 003

Scene 46 Panel 1

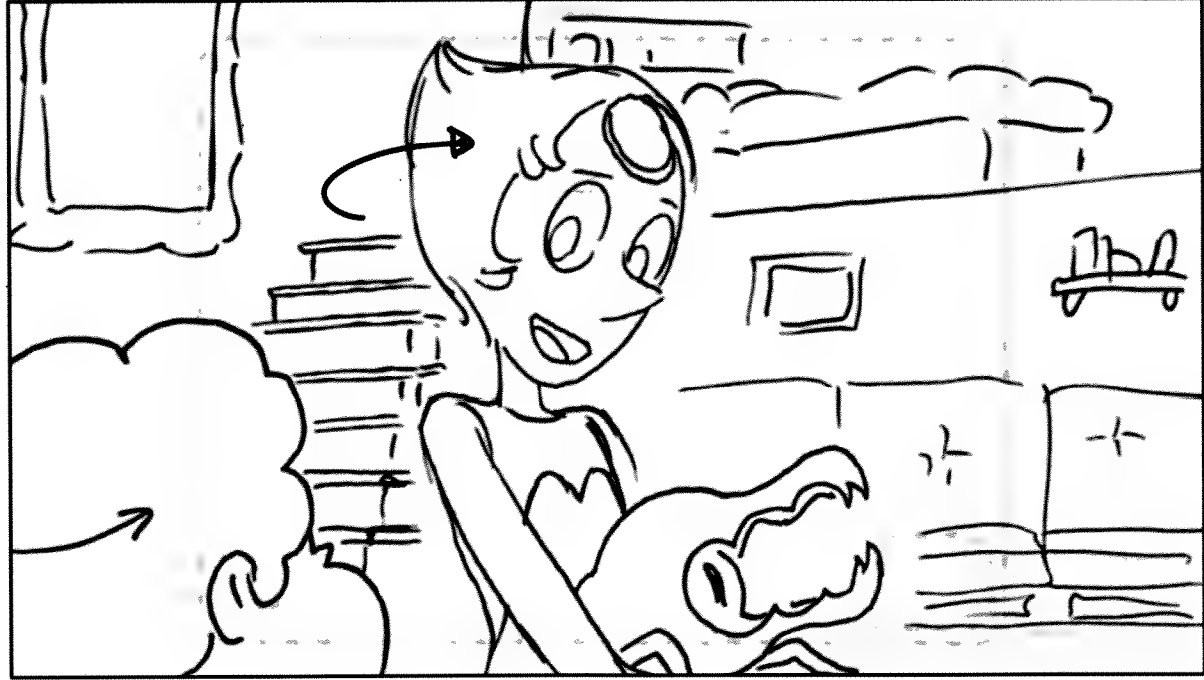


Dialogue
Pearl: Steven, until you learn...

Centipeetle noise: (Growl)

004

Scene 46 cont Panel 2



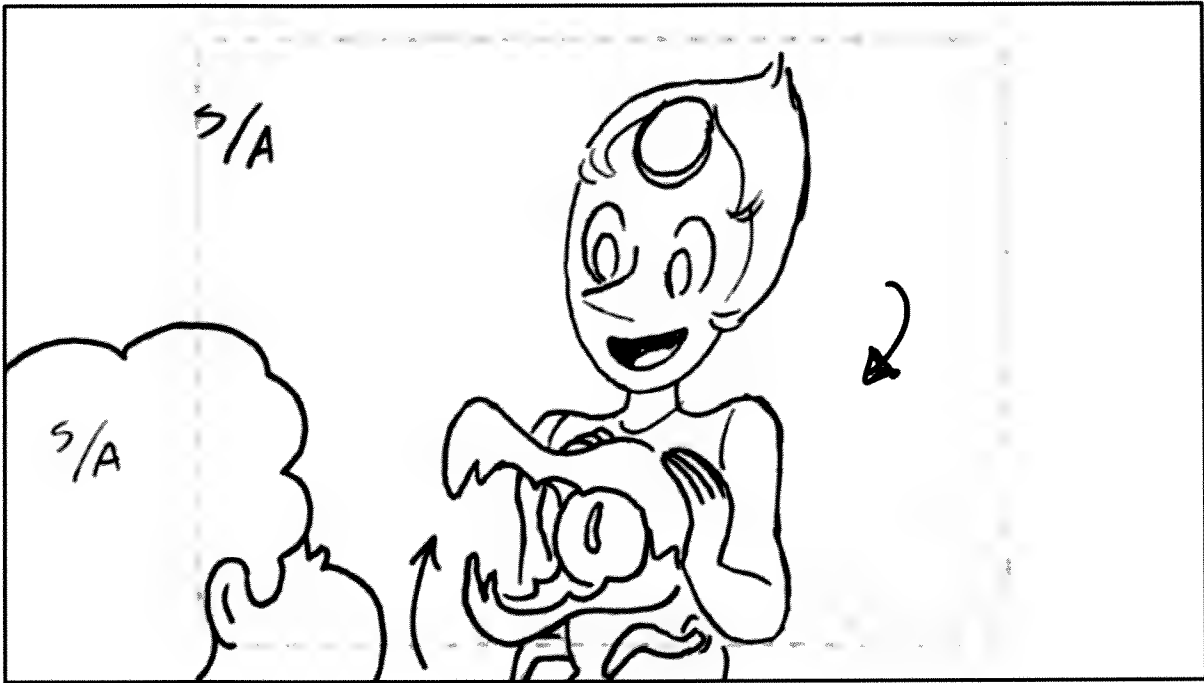
Dialogue
Pearl: ... to control the powers in your gem...

Centipeetle noise: (Growl)

205

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Scene	46 CONT
Panel	3



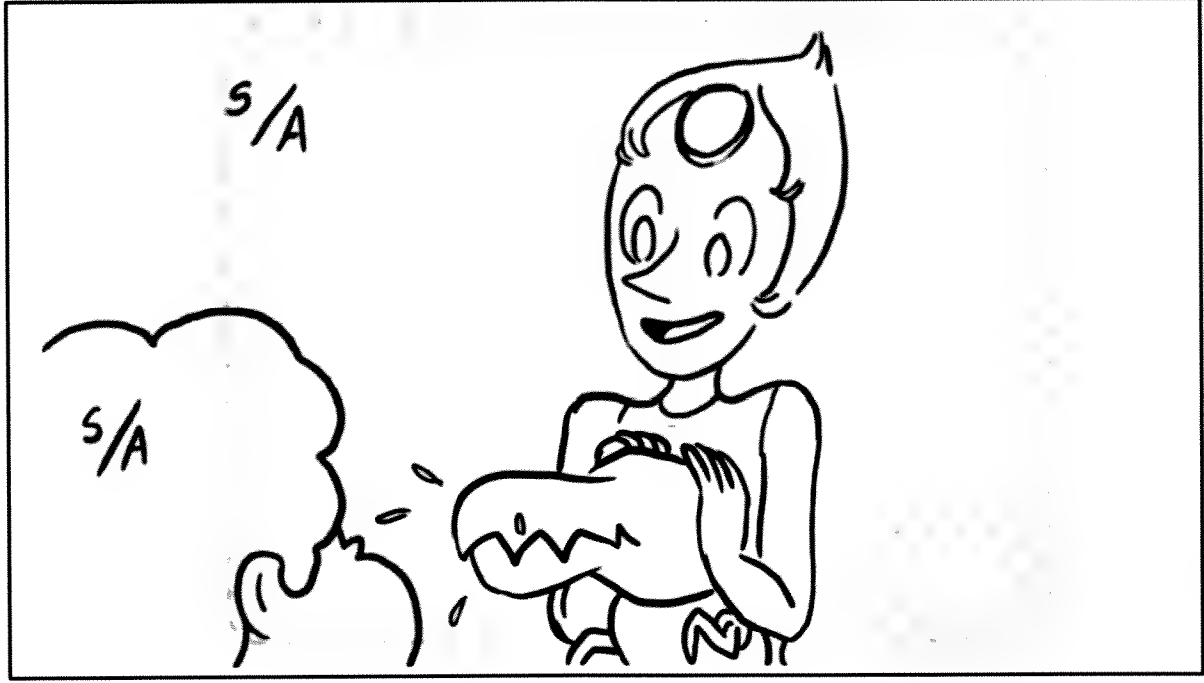
Dialogue

Pearl: ... we'll take care of protecting humanity.

Centipeetle noise: (Growl)

12

Scene	46 CONT
Panel	4



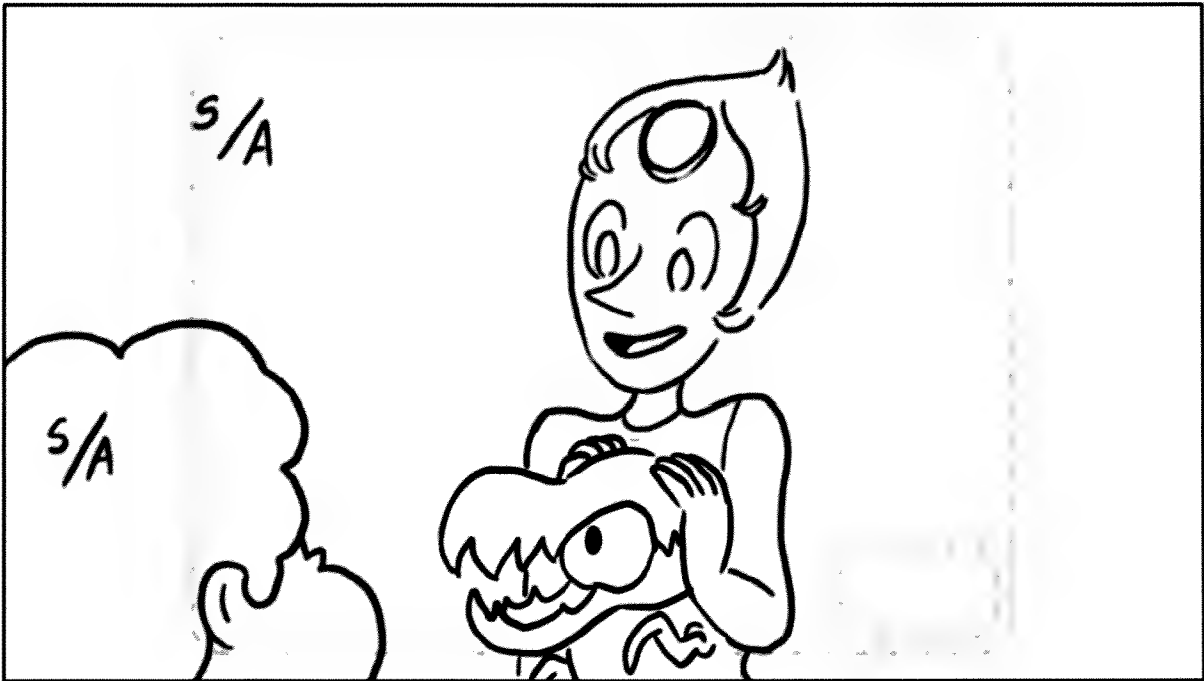
Dialogue

Centipeetle noise: (Growls)

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006

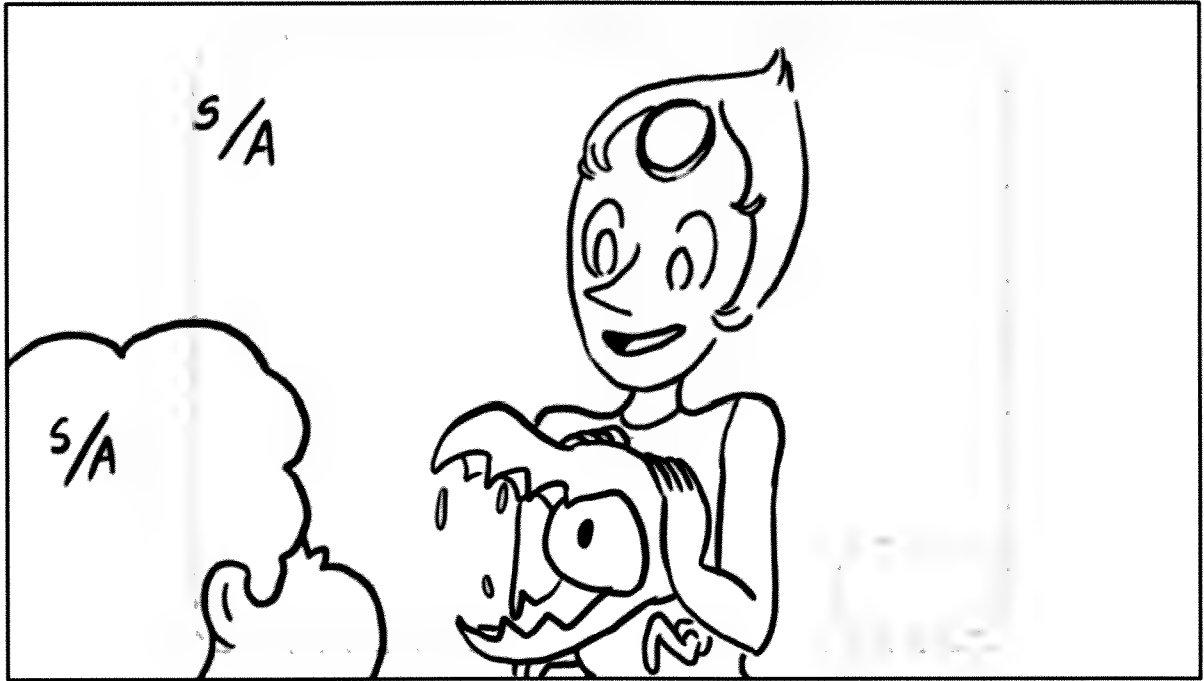
Scene *4to cont* Panel *5*



Dialogue
Centipeetle noise: (Growls)

101

Scene *4to cont* Panel *6*



Dialogue
Centipeetle noise: (Growls)

POSE A CYCLE A POSE x 2
004

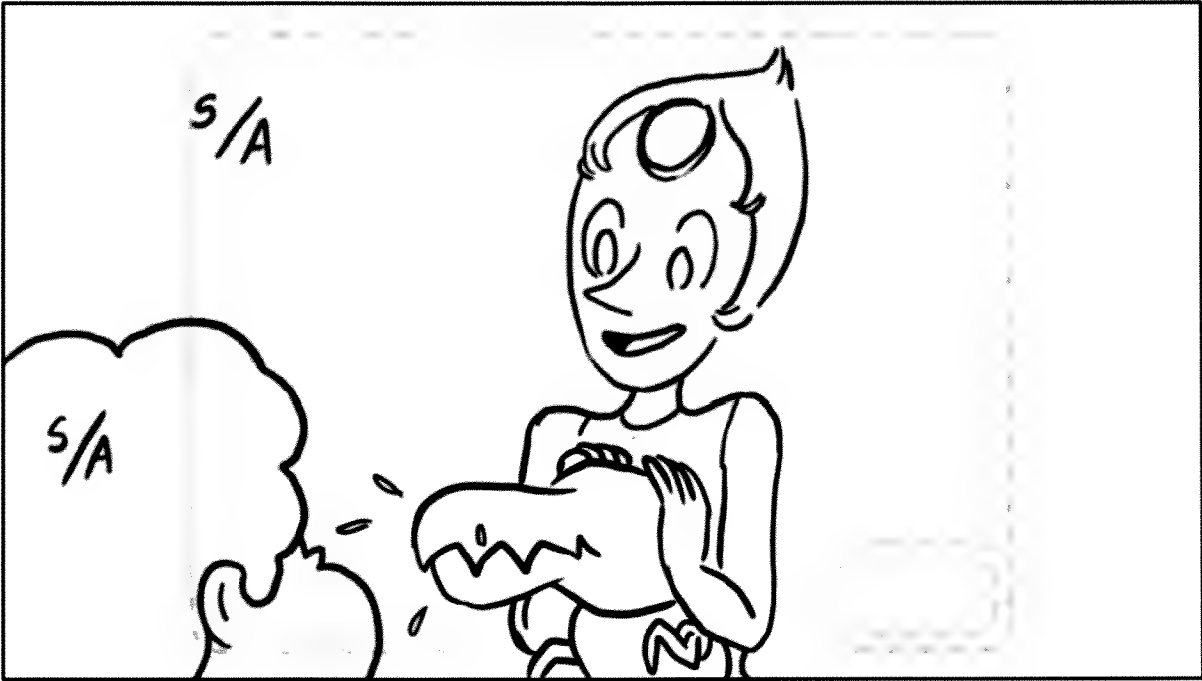
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1020 003

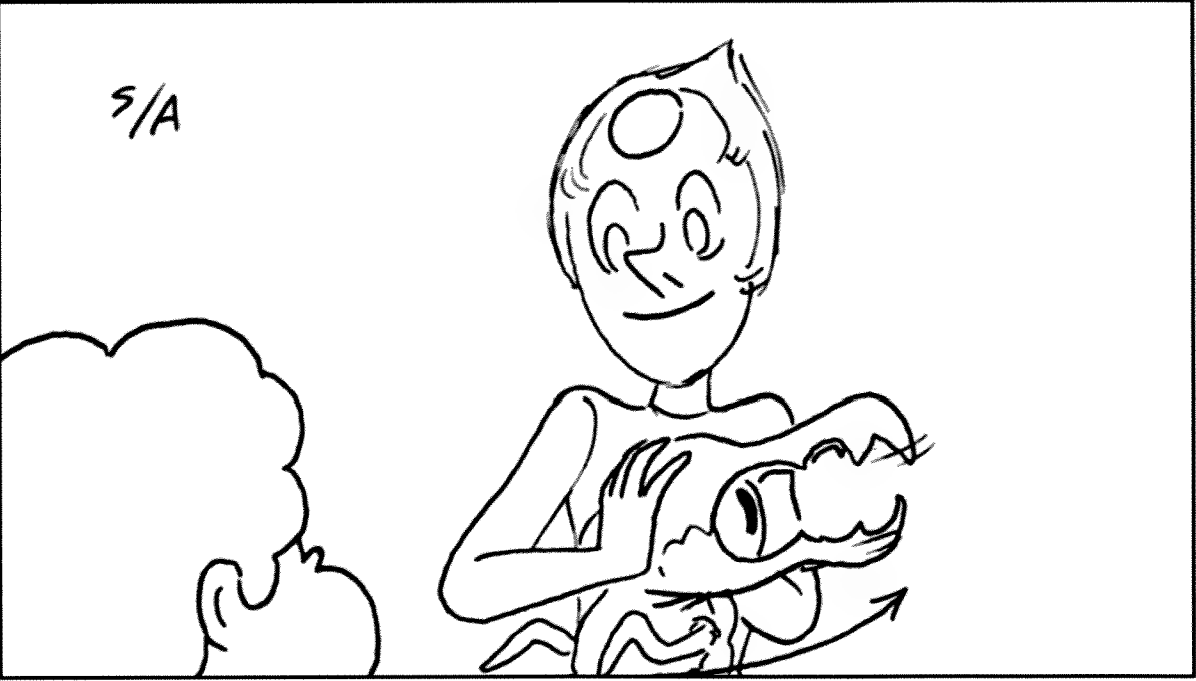
Scene 46 cont Panel 7



Dialogue
Centipeetle noise: (Growls)

POSEB
006

Scene 46 cont Panel 8

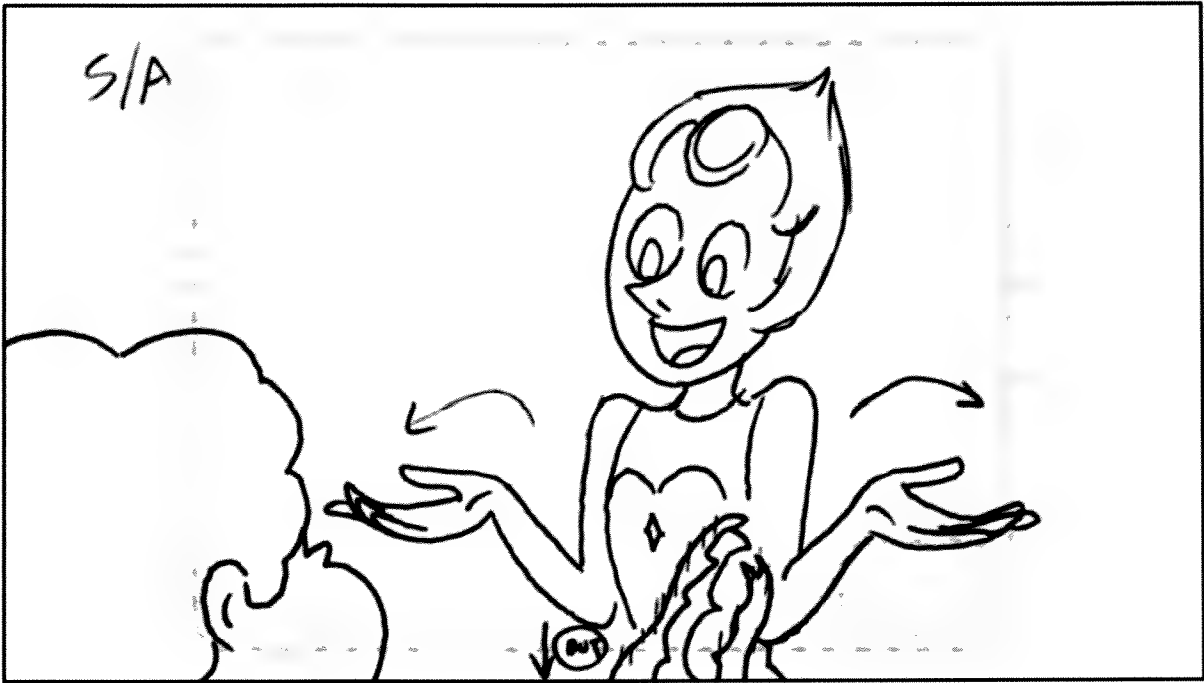


Dialogue
Centipeetle noise: (Squeals)

202

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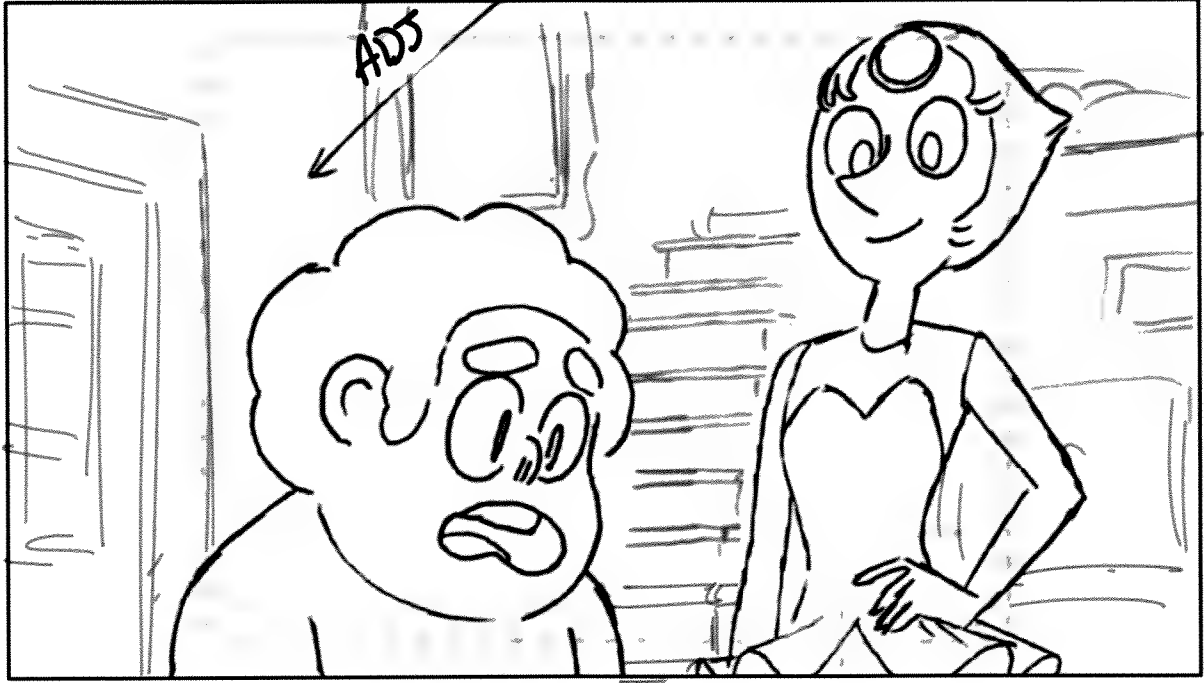
Scene 46 CONT Panel 9



Dialogue
Pearl: Okay?

106

Scene 46 CONT Panel 10



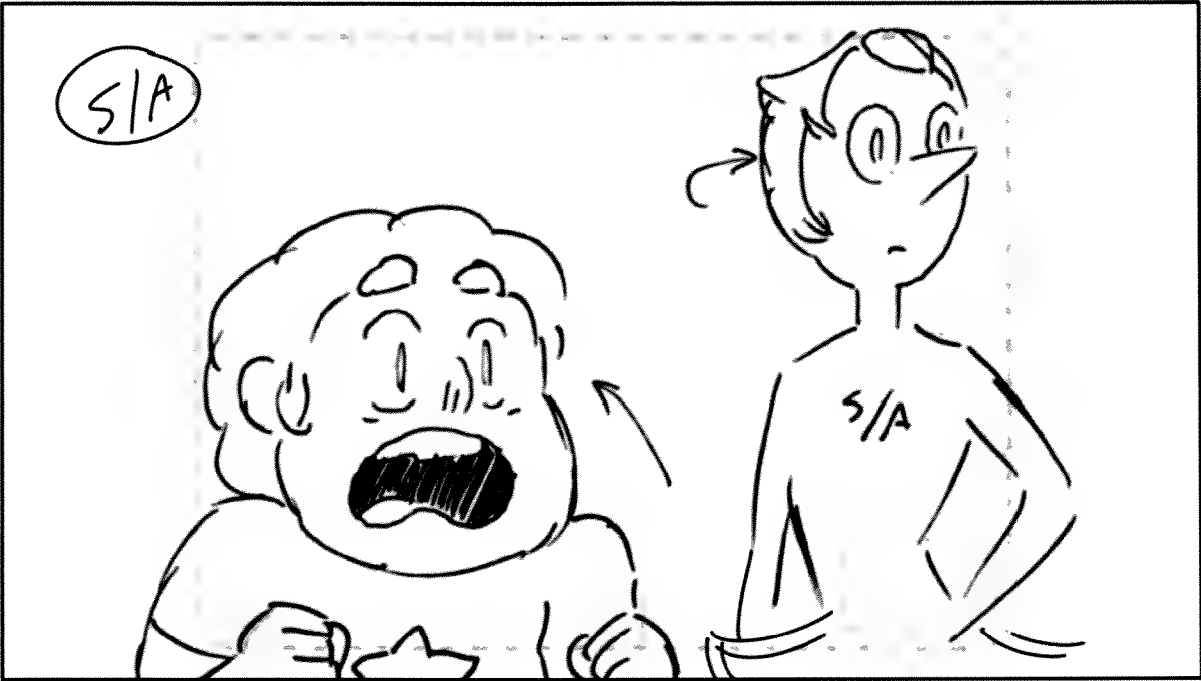
Dialogue
Steven: Aww man.

Action Notes
Camera pans down to Steven.

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206

Scene 46 CONT Panel 11



Dialogue
Steven: Hey!

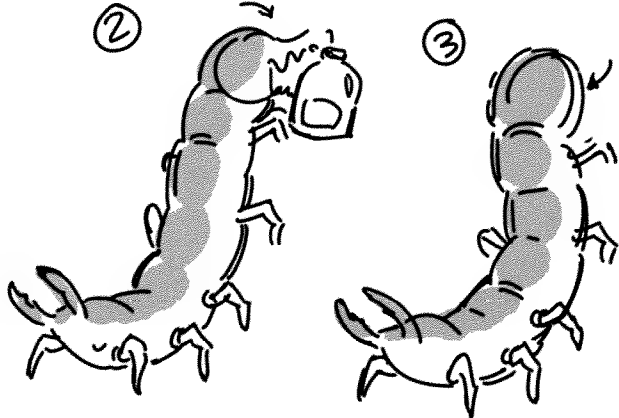
04

Scene 47 Panel 1



Dialogue
Centipeetle noise: (Growls)

RUMMAGE
CULUE
① → ② → ③



APR 10 2013

01

Scene	47 CONT	Panel	2
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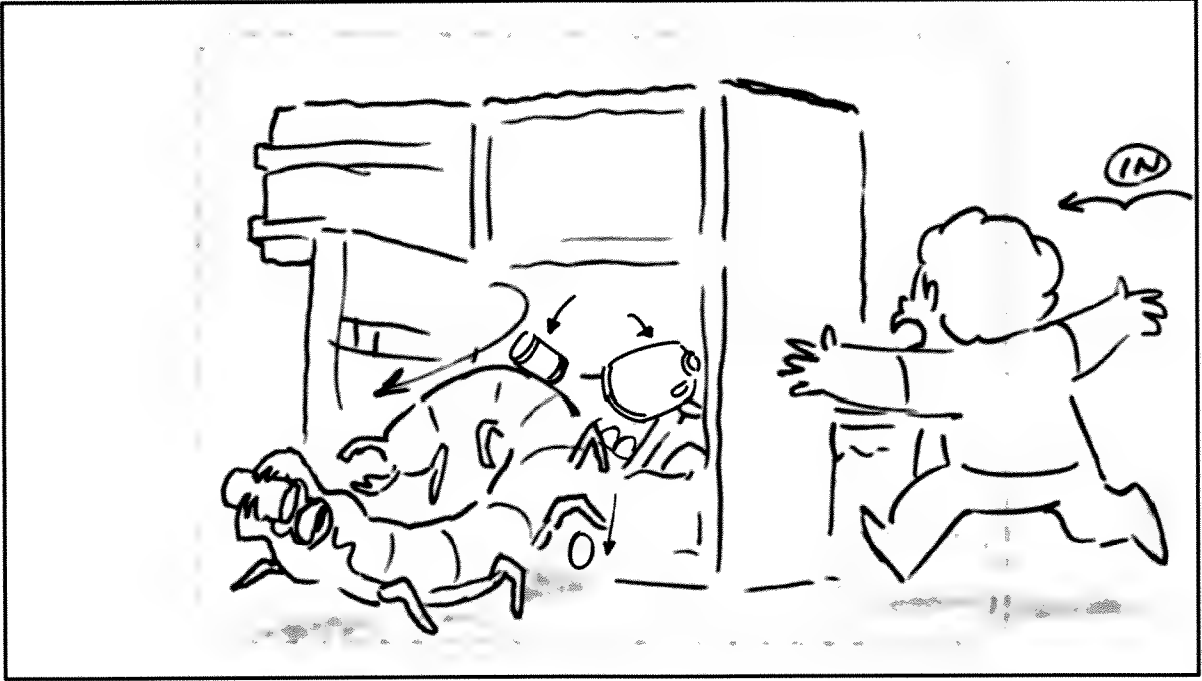


Dialogue
Steven: Get out of there!

Centipeetle noise: (Growls)

109

Scene	47 CONT	Panel	3
-------	---------	-------	---



Dialogue
Steven: Go on!

Centipeetle noise: (Growls)

Action Notes
Steven enters from off screen right.

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106

Scene **47 CONT** Panel **4**



Dialogue
Steven: Shoo Shoo.

Centipeetle noise: (Growls)

2⁰⁶

Scene **47 CONT** Panel **5**



Dialogue
Steven: Awww.

PANELS 5 through 7
112

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Scene 47 CONT Panel 6



Dialogue
Steven: Shoo Shoo.

Centipeetle noise: (Growls)

Scene 47 CONT Panel 7

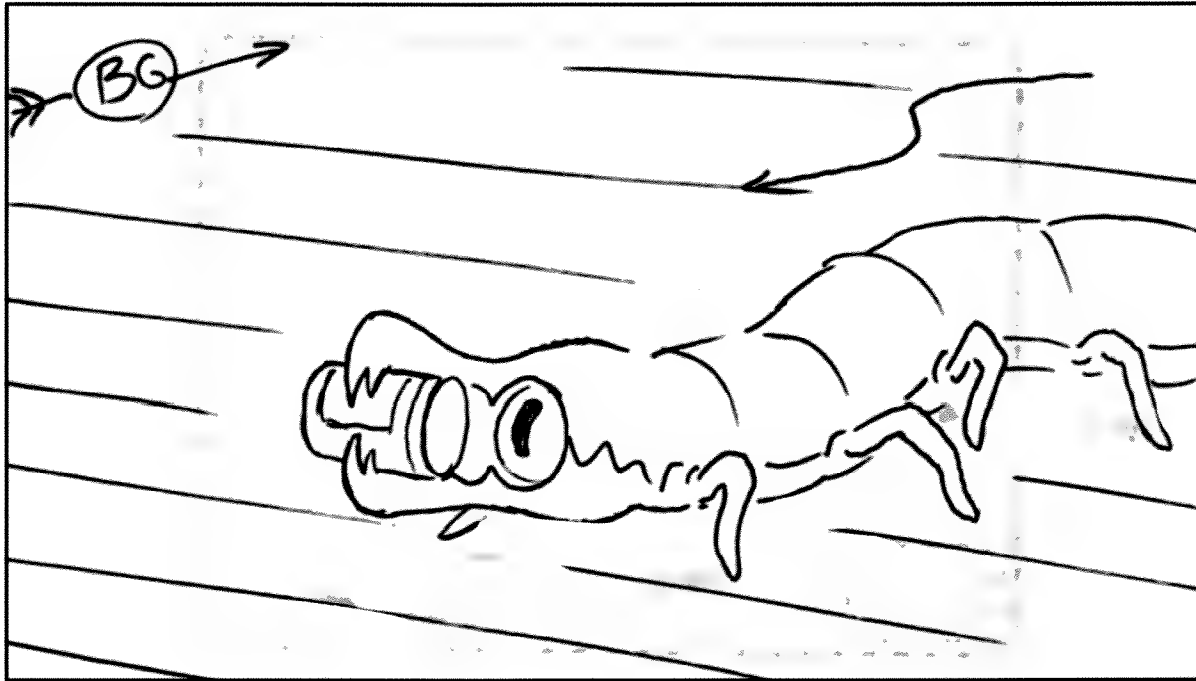


Dialogue
Steven: Awww.

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85A NEXT

Scene 48 Panel 1



Dialogue

Steven: He got into everything.

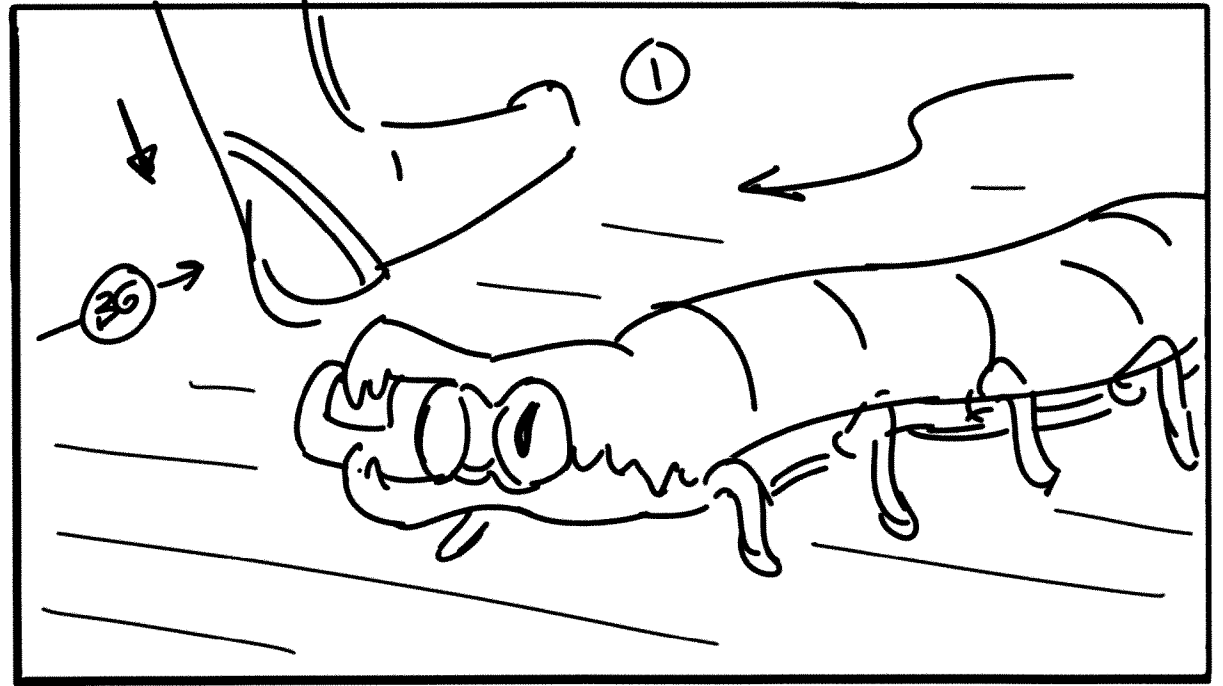
Centipeetle noise: (Growls)

Action Notes

Background pans screen left to right.

0¹⁰

Scene 48 CONT Panel 2



⑥ foot IN

PANELS 2+3

0⁰⁹

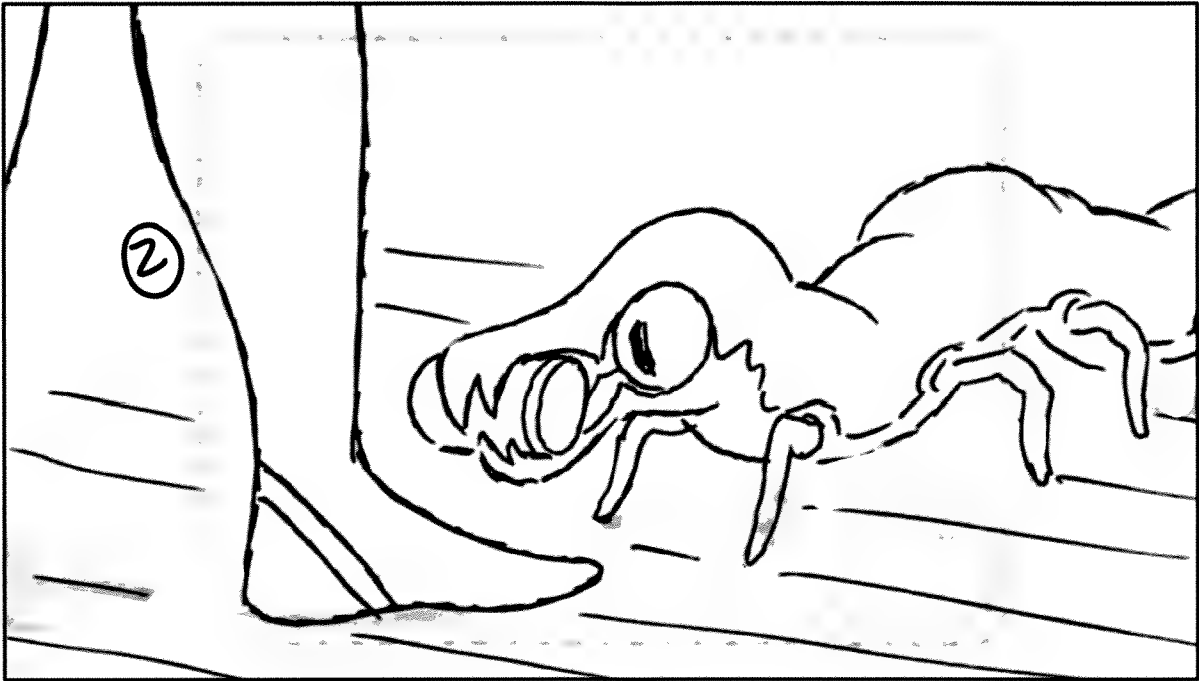
APR 10 2013

1020 003

1020 003

1020 003

Scene	48 CONT	Panel	3
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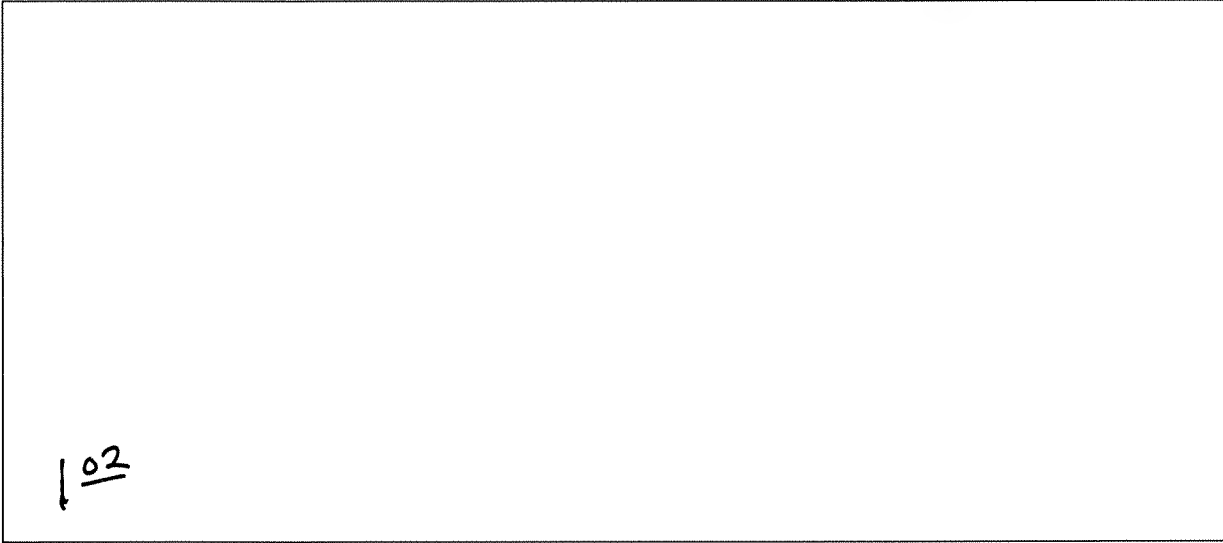
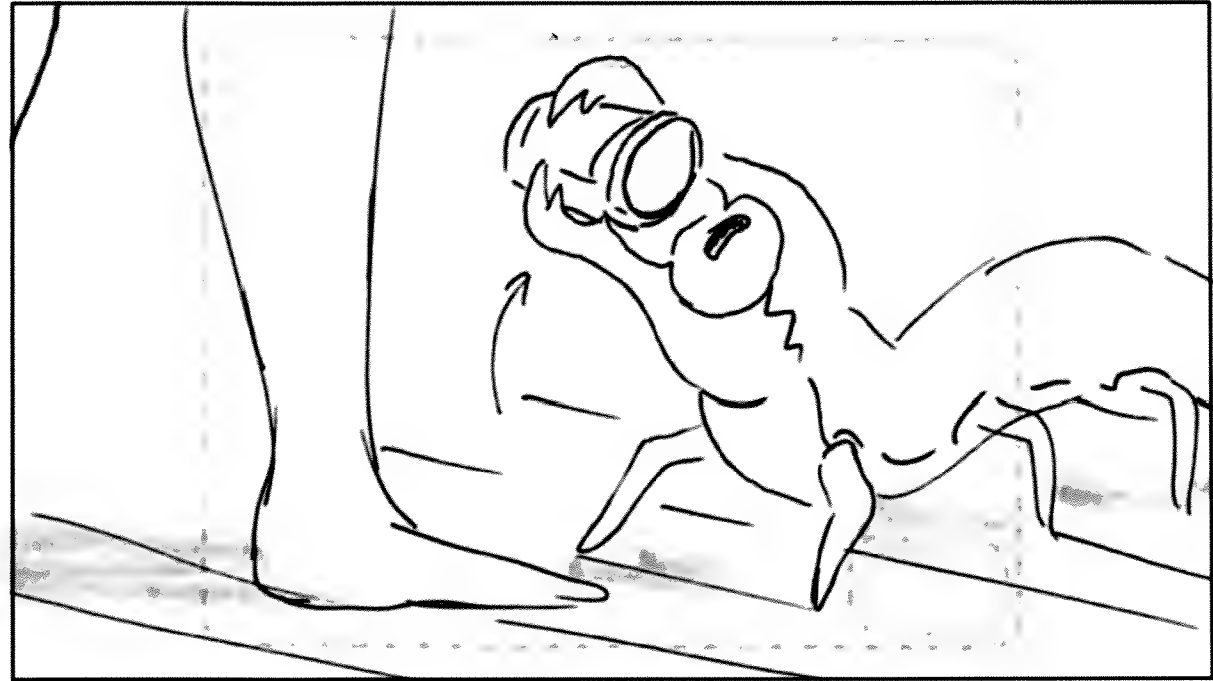


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1020 003

1020 003

Scene	48 cont	Panel	4
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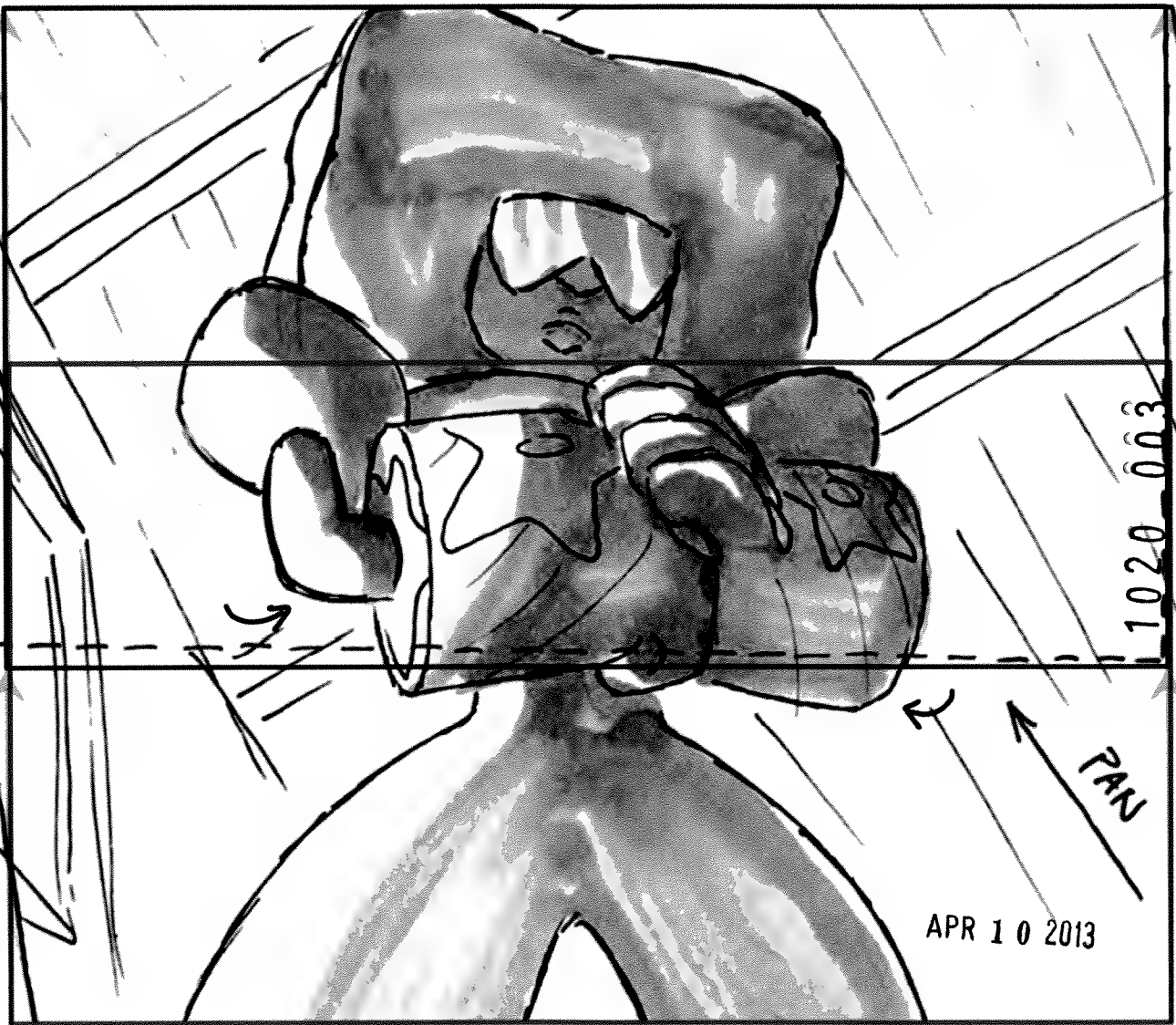
1020 003

1020 003

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1020 003

Scene	49 1	Panel	49 CONT 2	2
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Action Notes	PANEL 1 & 2
Camera pans up.	ADJ HOLD
	011 109

= C R A C K =

Scene	50	Panel	1
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Dialogue
Steven: Not cool!

114

Scene	50 cont	Panel	2
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006

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1020 003

1020 003

Scene 50 CONT Panel 3



Dialogue
Centipeetle noise: (Squeals)

004

Scene 50 CONT Panel 4



Dialogue
Centipeetle noise: (Squeals)

004

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Scene 50 cont Panel 5



008

Scene 50 cont Panel 6



009

APR 10 2013

1020 003

1020 003

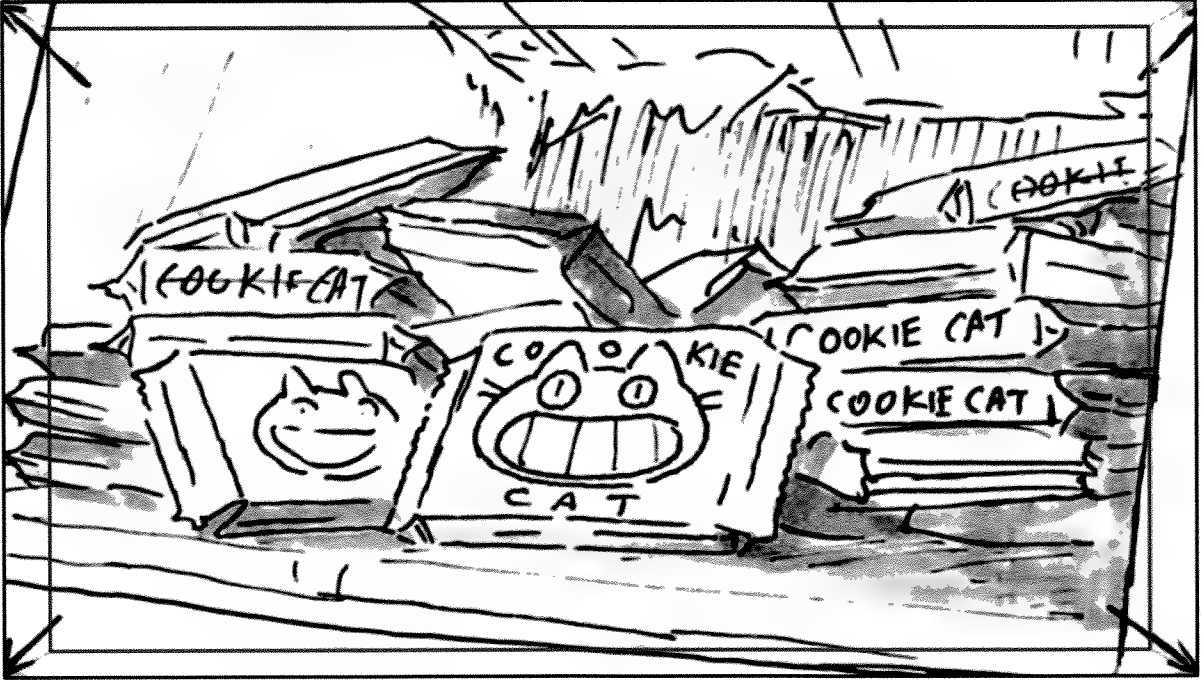
Scene 50 CONT Panel 7



1020 003

02

Scene 51 Panel 1

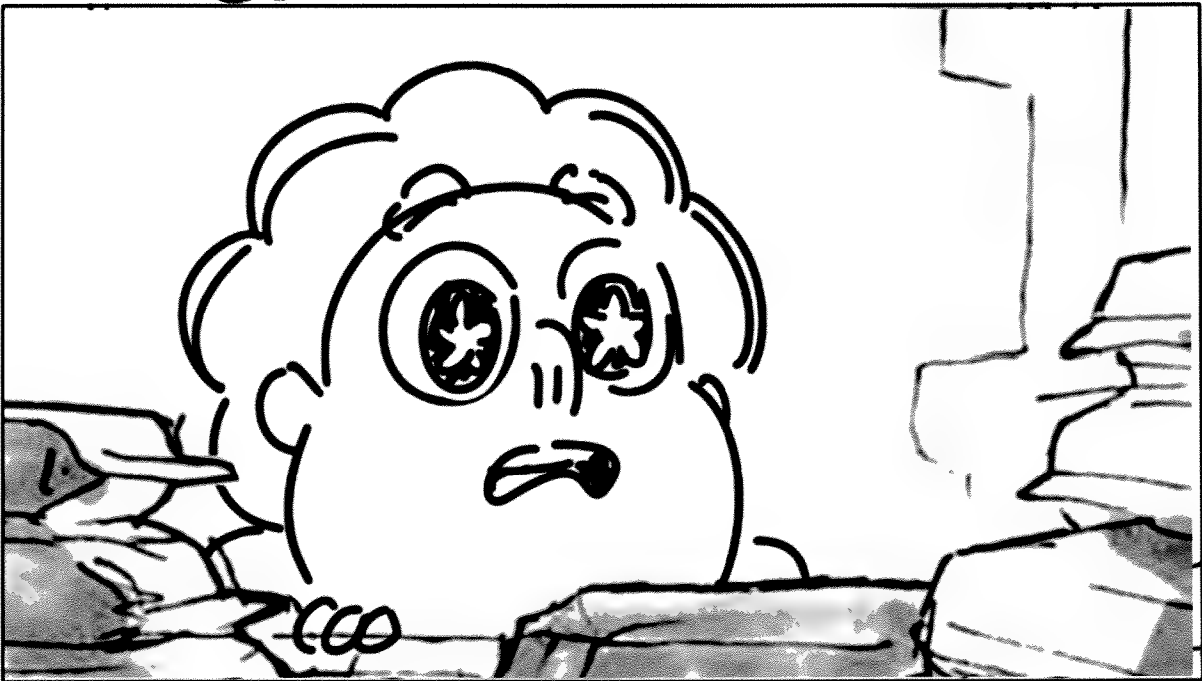


Action Notes
Camera slow zoom out.

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ADJ
2¹⁰

Scene 52 Panel 1

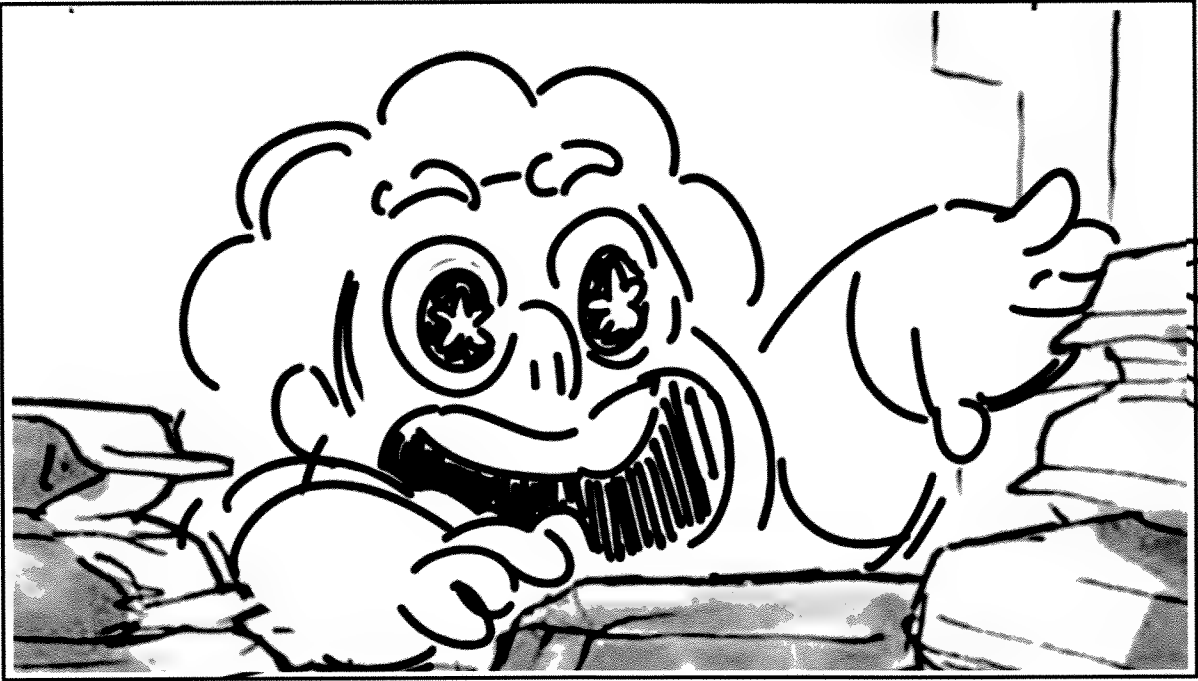


Dialogue
Steven (softly): No way...

CUT-IN to SC, SO BG

207

Scene 52 CONT Panel 2



Dialogue
Steven: It can't be!

200

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1020 003

1020 003

Scene **53** Panel **1**

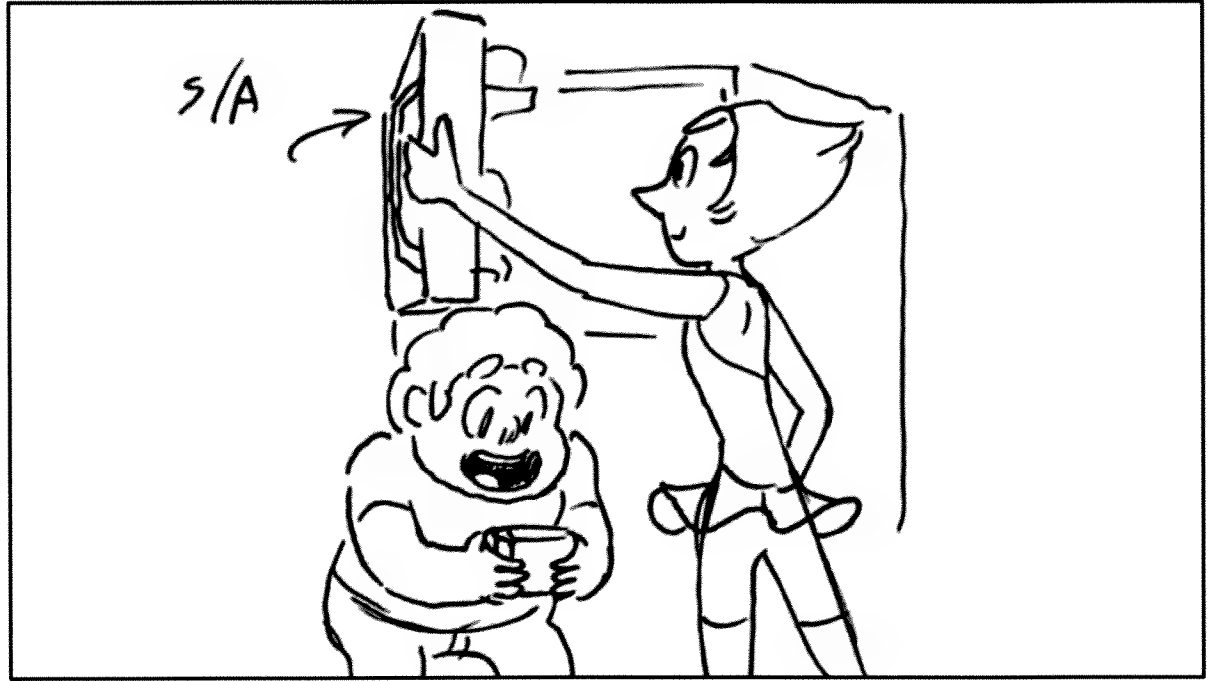


Dialogue
Steven: Wha....

Action Notes
Pearl walks in from off screen right.

14

Scene **53 CONT** Panel **2**



Dialogue
Steven: ... where did you get these?

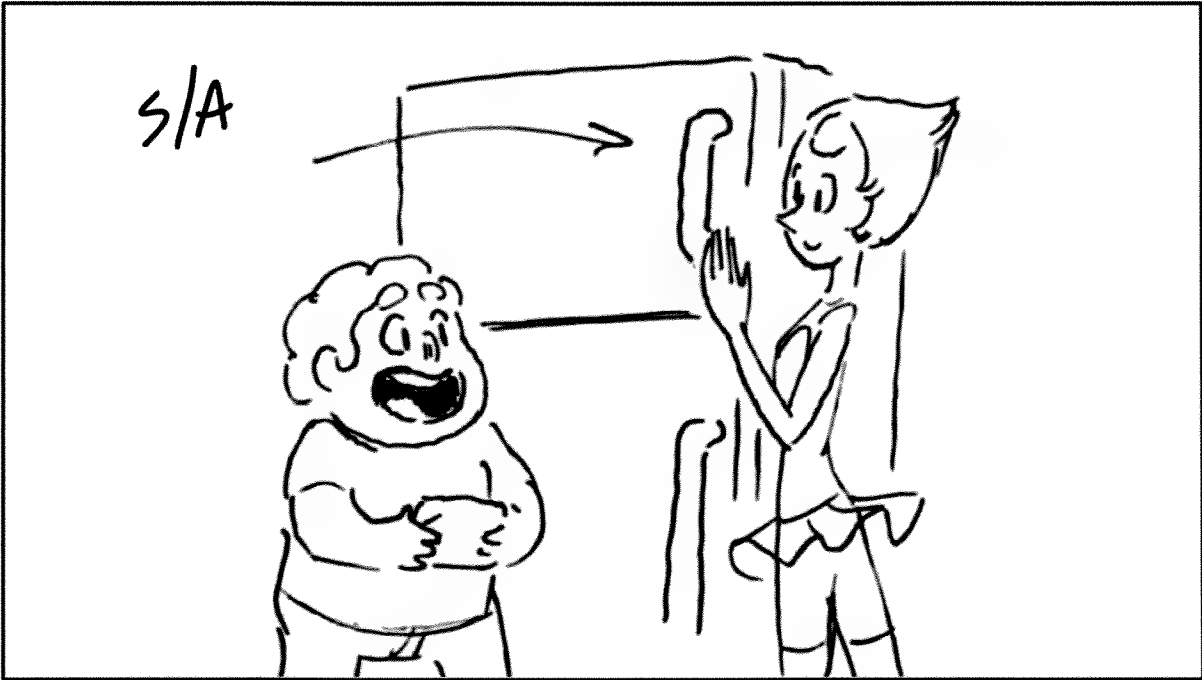
205

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1020 003

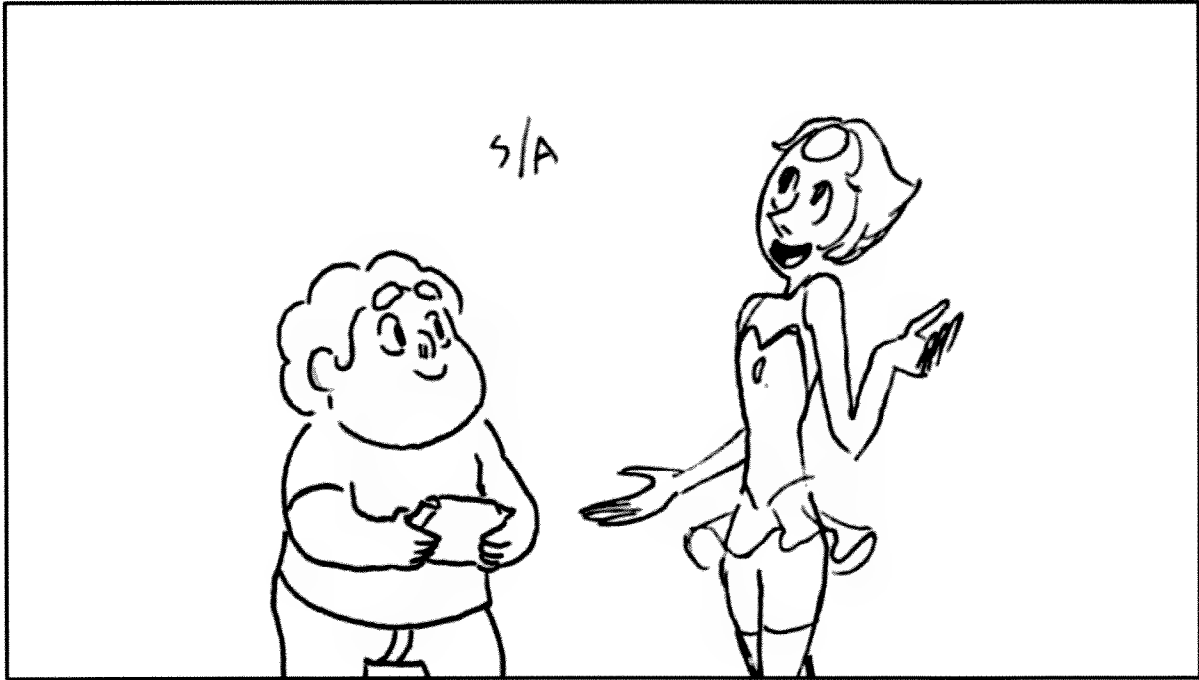
1020 003

Scene	53 CONT	Panel	3
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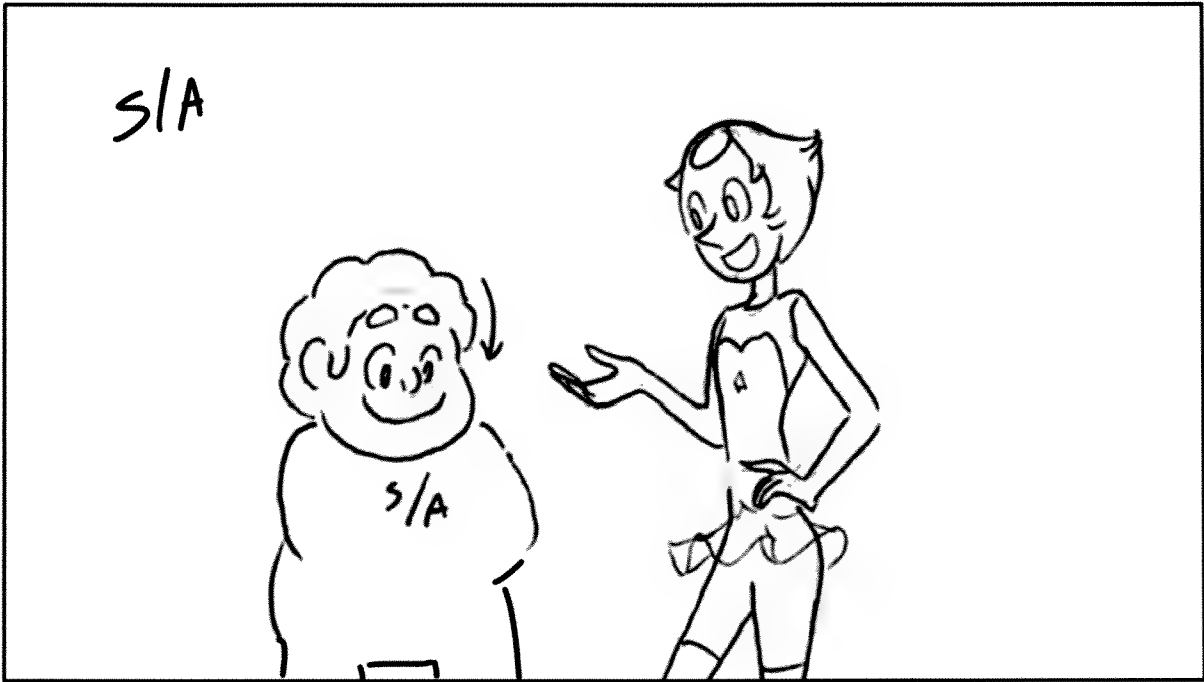
Dialogue
Steven: I thought they stopped making them!
2 ¹⁰

Scene	53 CONT	Panel	4
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Dialogue
Pearl: Well we heard that too...
2 ¹²
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Scene 53 CONT Panel 5

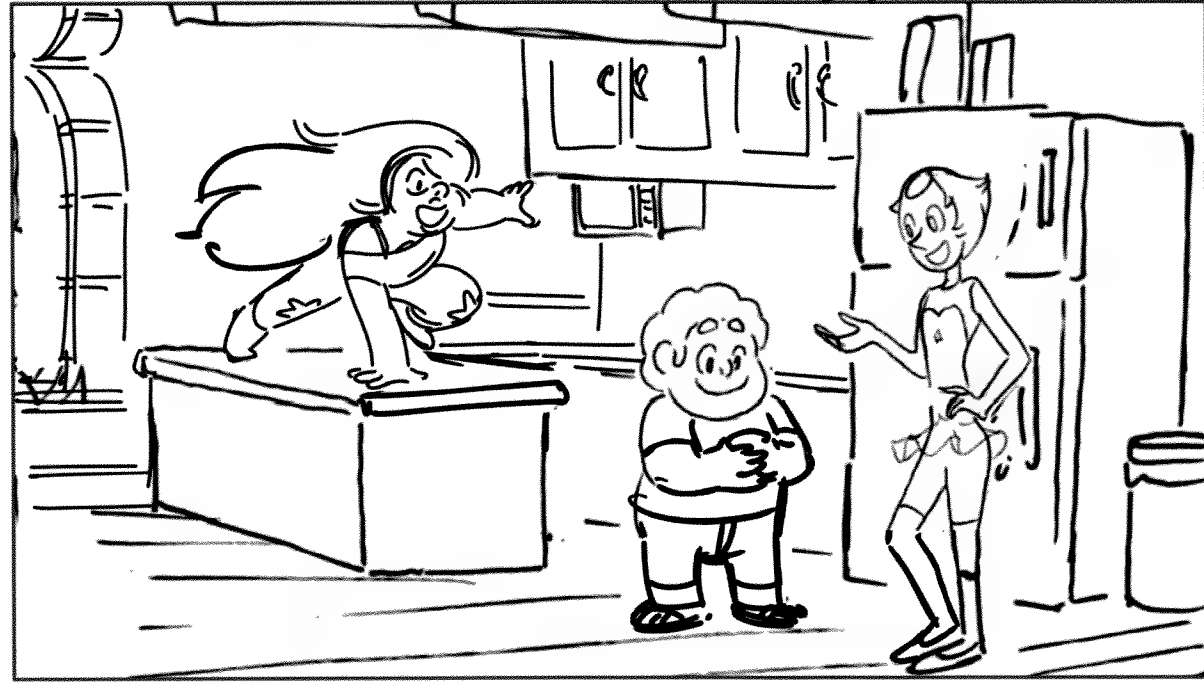


Dialogue

Pearl: ... and since they're your favorite...

2¹⁴

Scene 54 Panel 1



PANELS 1+2
101

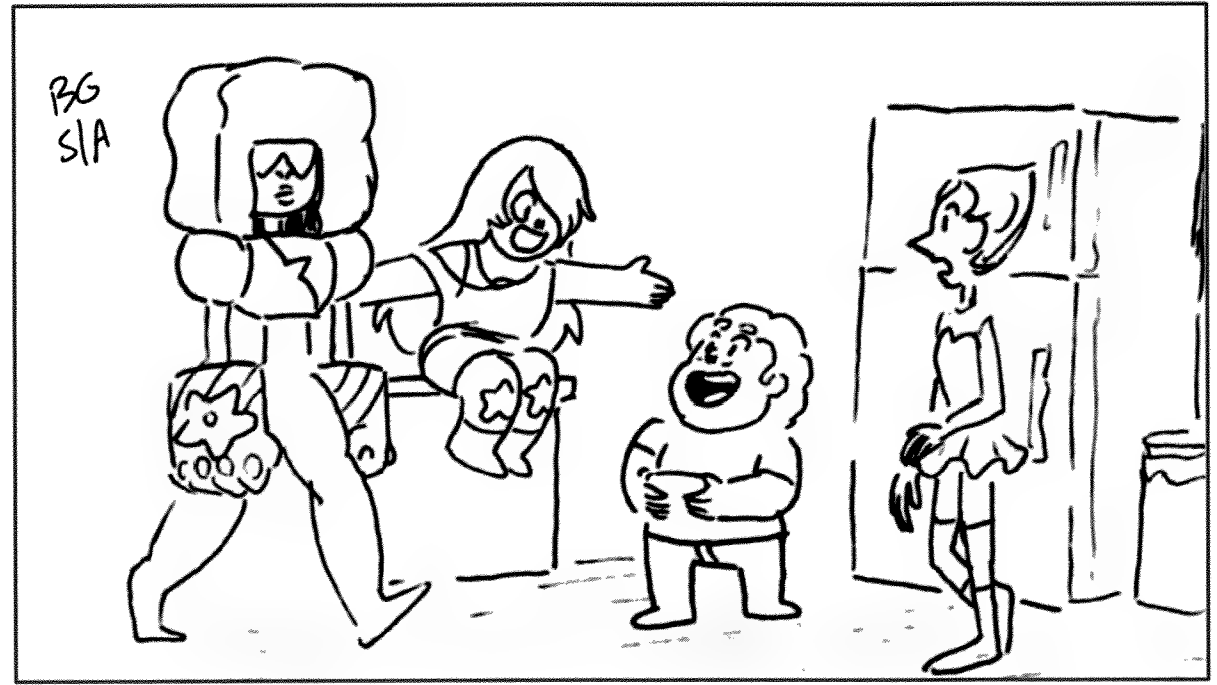
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Scene 54 CONT Panel 2



Dialogue
Amethyst: We went out and ...

Scene 54 CONT Panel 3



Dialogue
Amethyst: ... stole a bunch!

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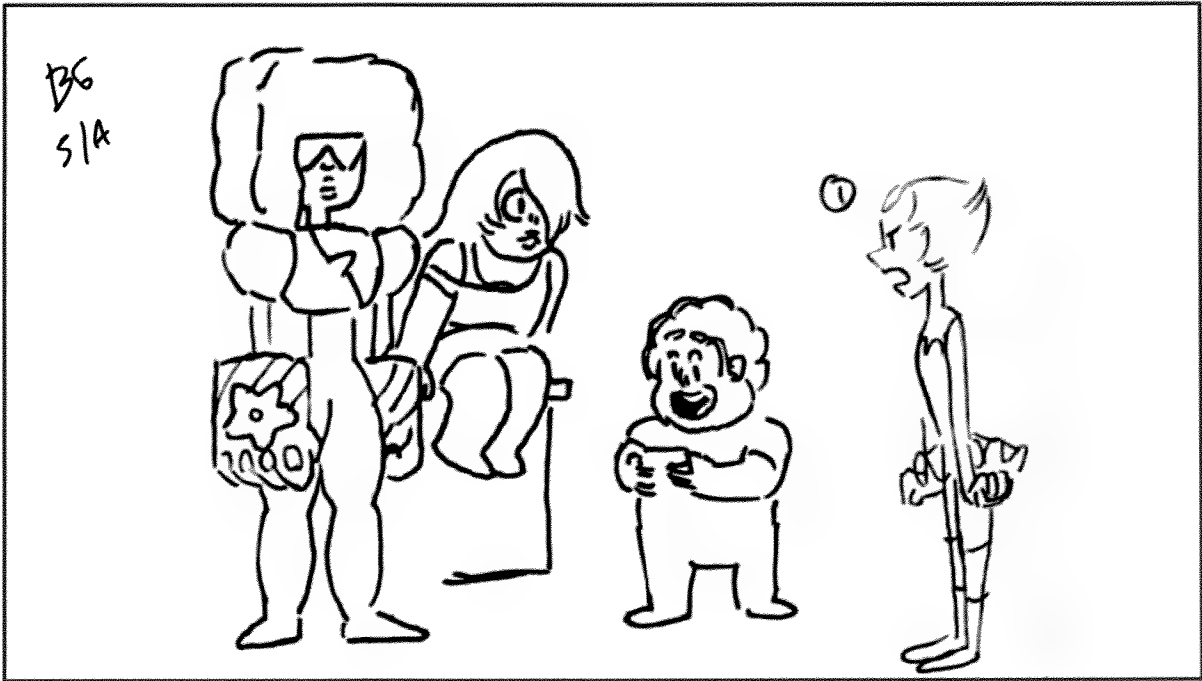
1 12

1020 003

1020 003

1020 003

Scene 54 cont Panel 4



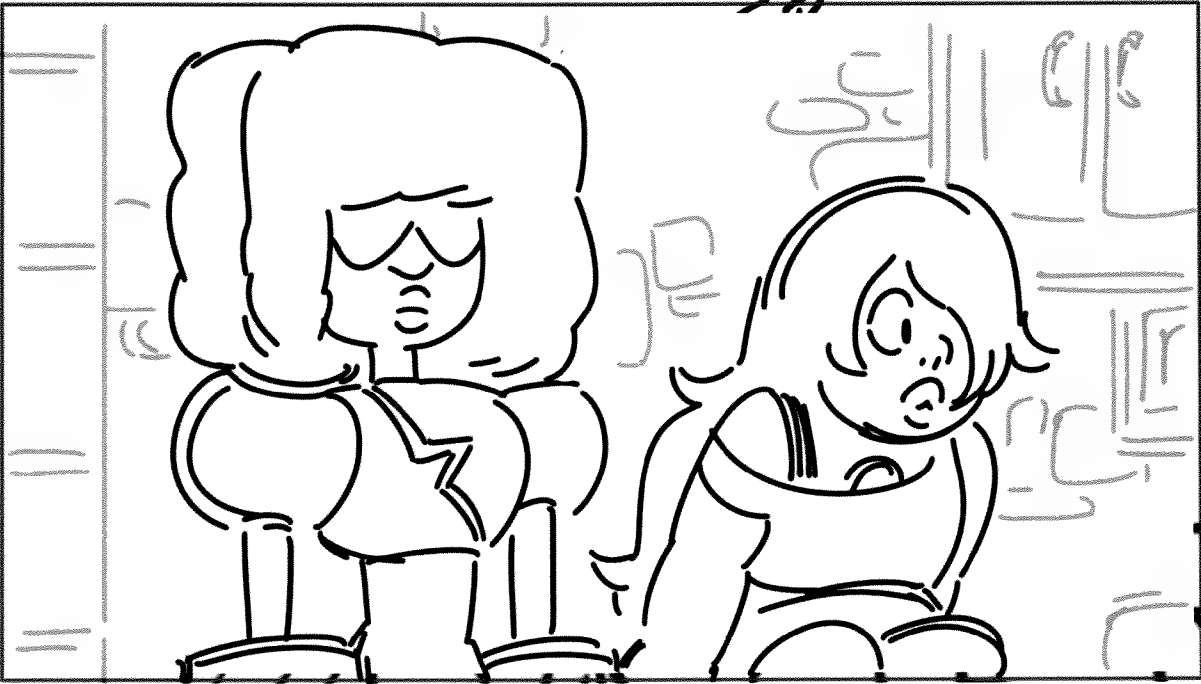
Dialogue
Pearl Noise: (Grrrr)
Pearl: I went back and...
2¹⁴

Scene 54 cont Panel 5



107
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Scene 55 Panel 1



Scene 55 CONT Panel 2



Dialogue
Garnet: The whole thing was my idea.

PANELS 1+2
208

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1020 003

1020 003

Scene	55 cont	Panel	3
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Dialogue

Amethyst: It was...

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103

1020 003

1020 003

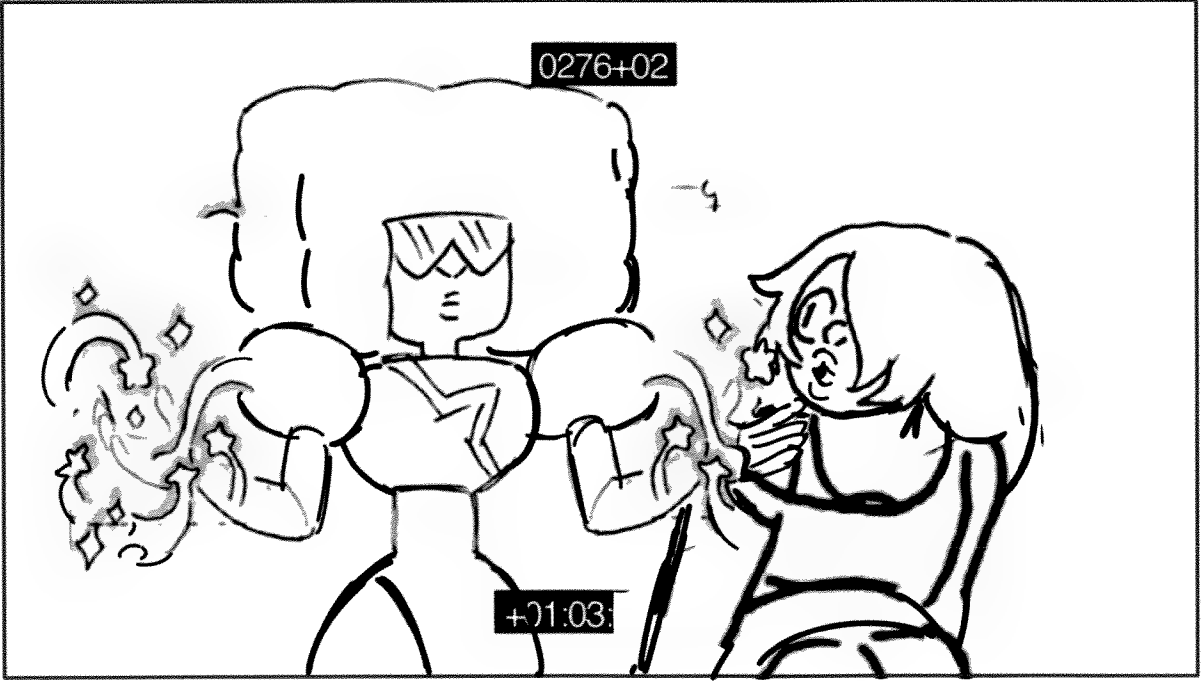
Scene 55 CONT Panel 4



Dialogue
Amethyst: ...everyone's...

011

Scene 55 CONT Panel 5



Dialogue
Amethyst: ...idea.

006

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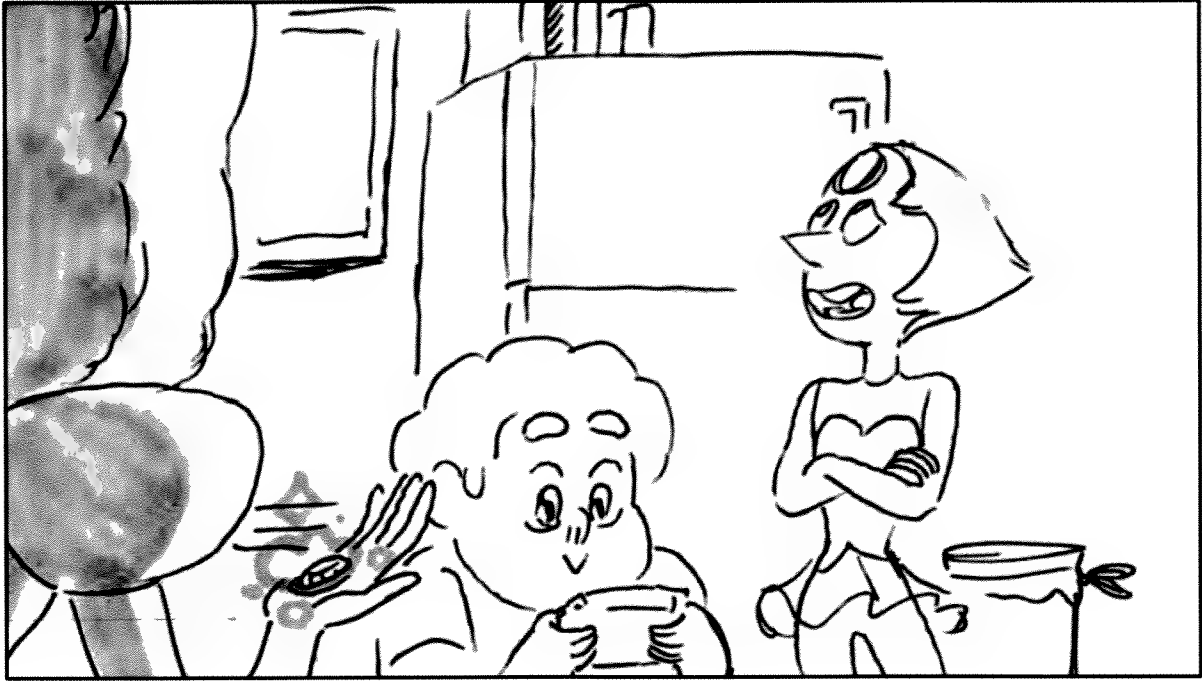
Scene 55 CONT Panel 6



Dialogue
Garnet: Not really.

110

Scene 56 Panel 1



Dialogue
Pearl: All that matters...

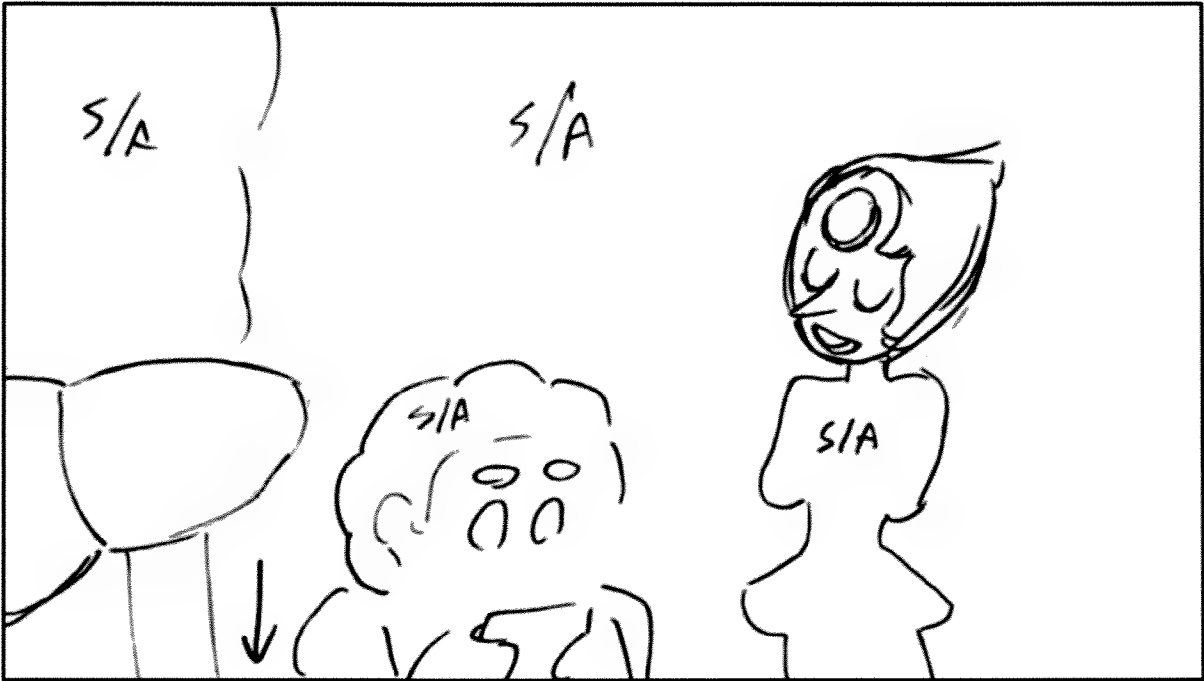
111

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1020 003

1020 003

Scene 56 CONT Panel 2



Dialogue
Pearl: ... is that Steven is happy.

2⁰³

Scene 56 CONT Panel 3



0¹⁴

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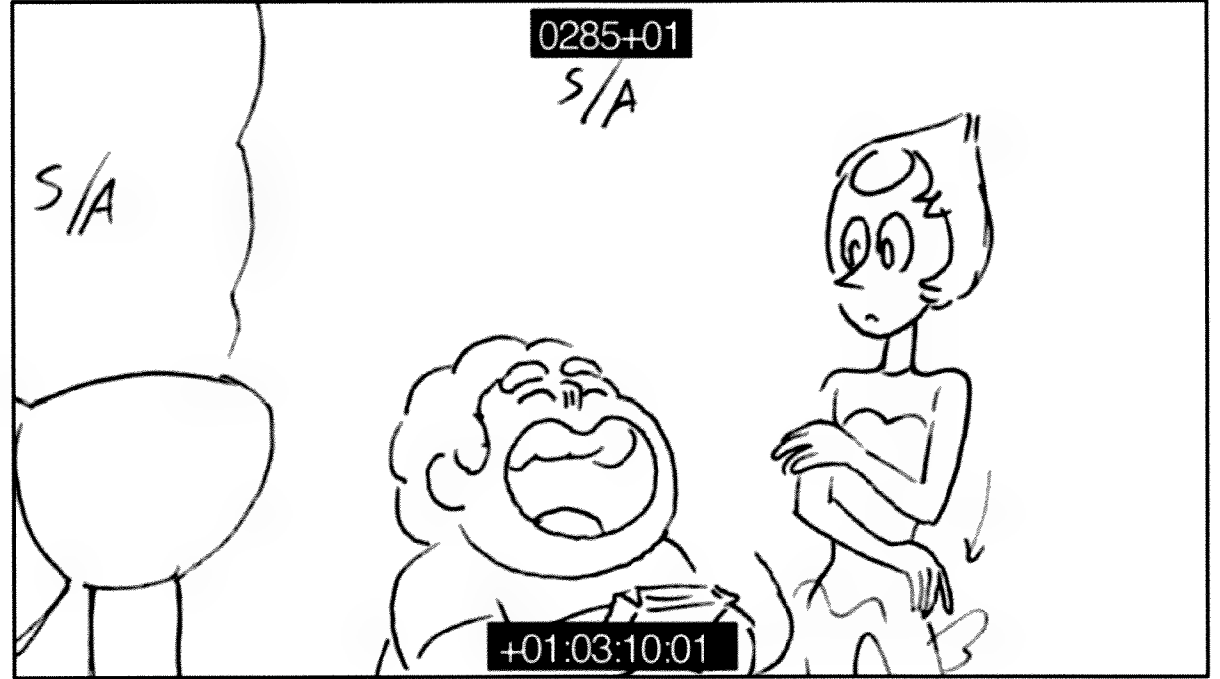
Scene	56 CONT	Panel	4
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Dialogue
Steven: AAAAWWWWWW....

1¹²

Scene	56 CONT	Panel	5
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Dialogue
Steven:AAAAWWWWWW....

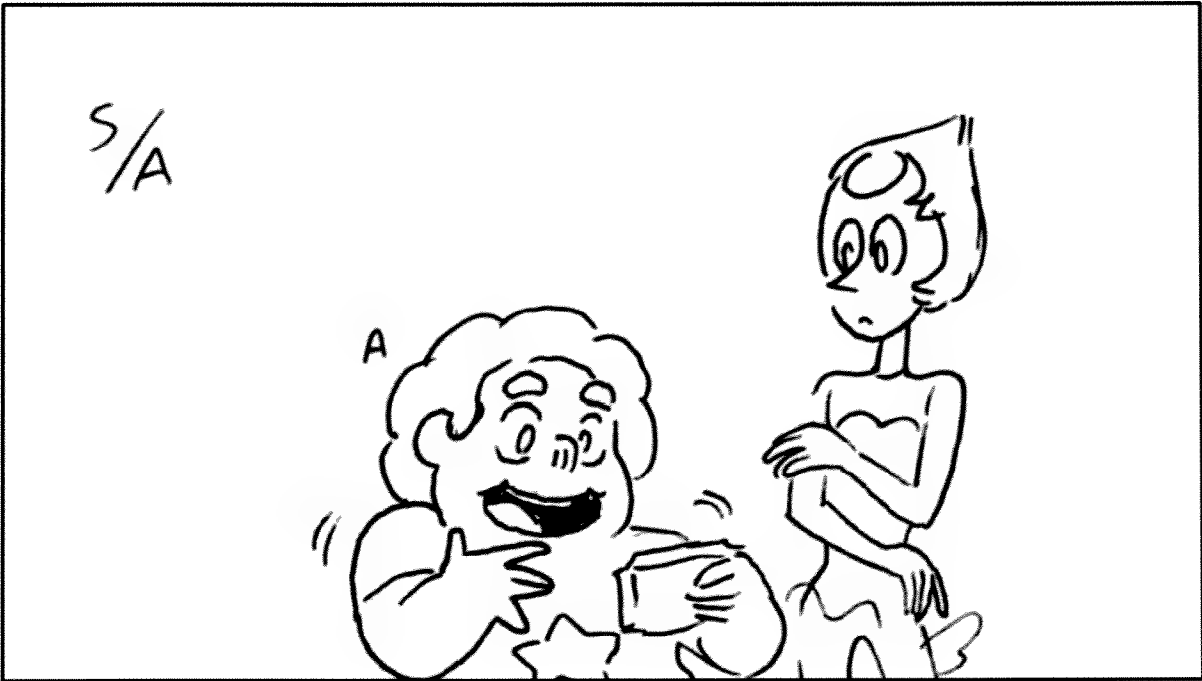
2¹³

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1020 003

1020 003

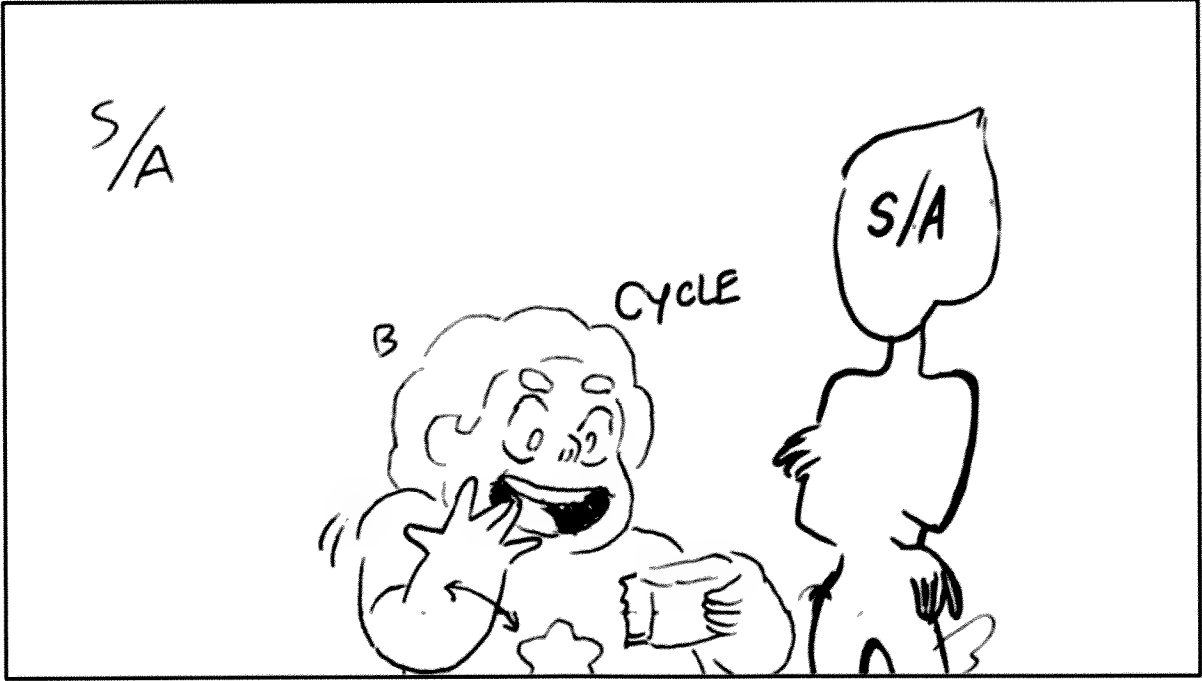
Scene 56 CONT Panel 6



Dialogue
Steven Sings: He's a...

cycle A+B x2 +A
101

Scene 56 CONT Panel 7



Dialogue
Steven sings: ...frozen treat...

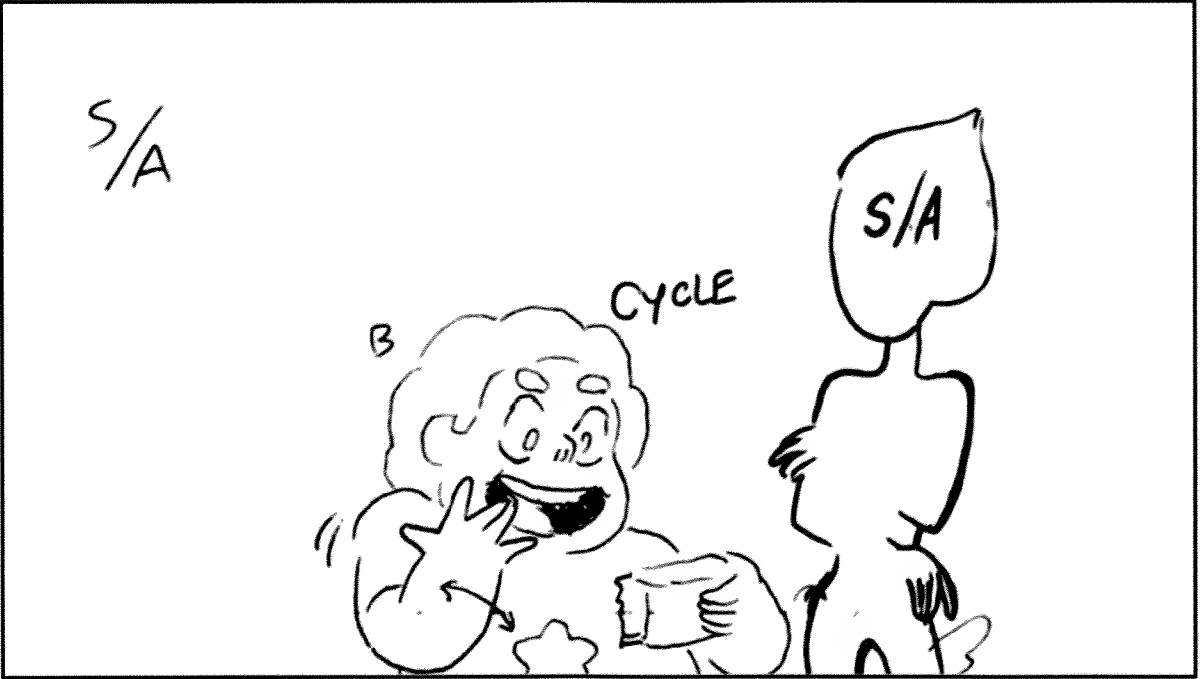
APR 10 2013

Scene	56 CONT	Panel	8
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Dialogue
Steven Sings: ...with an...

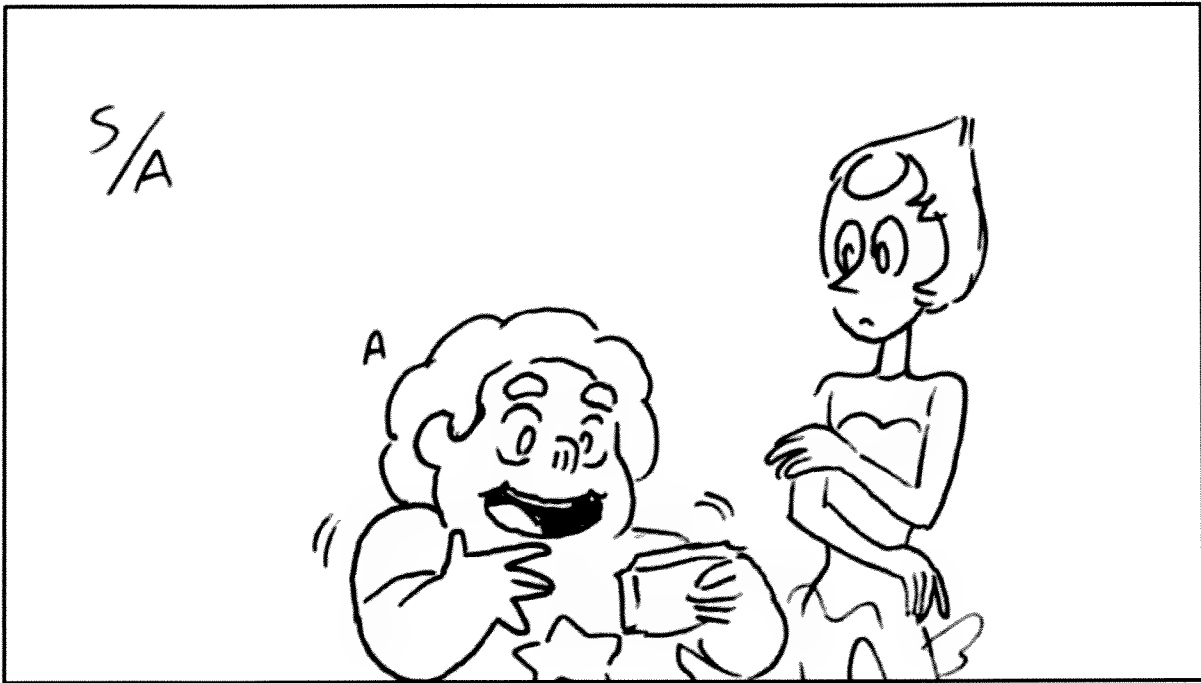
Scene	56 CONT	Panel	9
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Dialogue
Steven sings: ...all new...

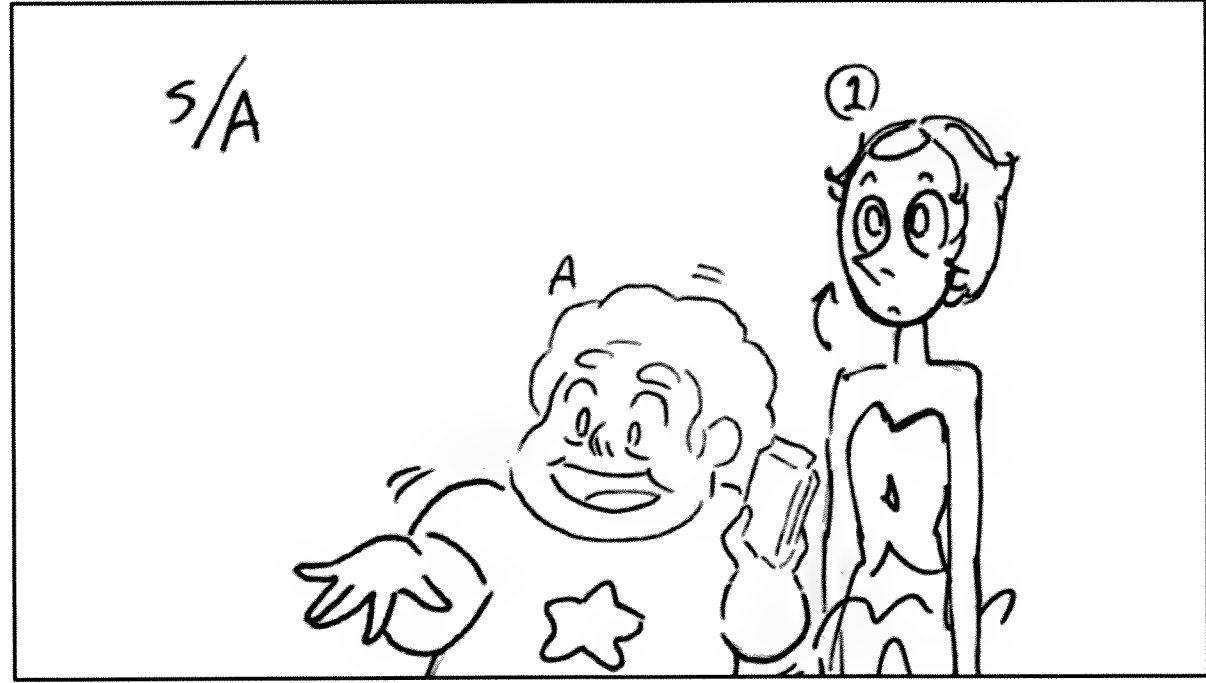
APR 1 0 2013

Scene	56 CONT	Panel	10
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Dialogue
Steven Sings: ...tast...

Scene	56 CONT	Panel	11
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Dialogue
Steven Sings: ... cause he...

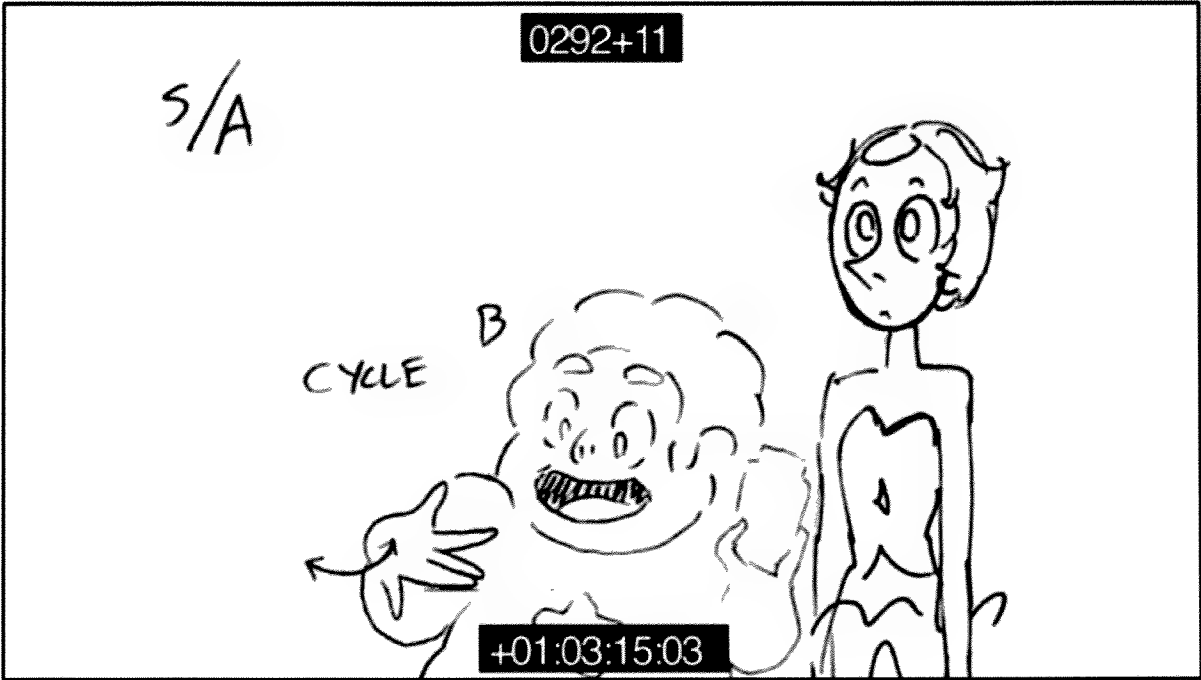
009

APR 10 2013

1020 003

1020 003

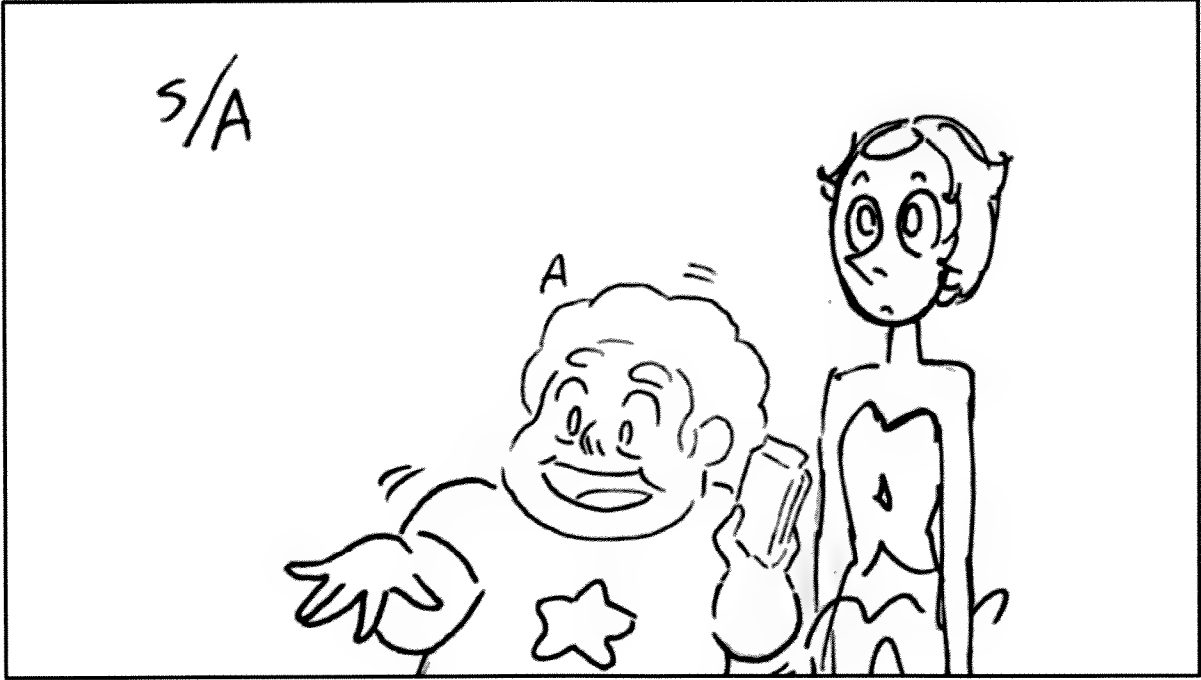
Scene	56cont	Panel	12
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Dialogue
Steven Sings: ... came...

007

Scene	56cont	Panel	13
-------	--------	-------	----



Dialogue
Steven Sings: ...to this...

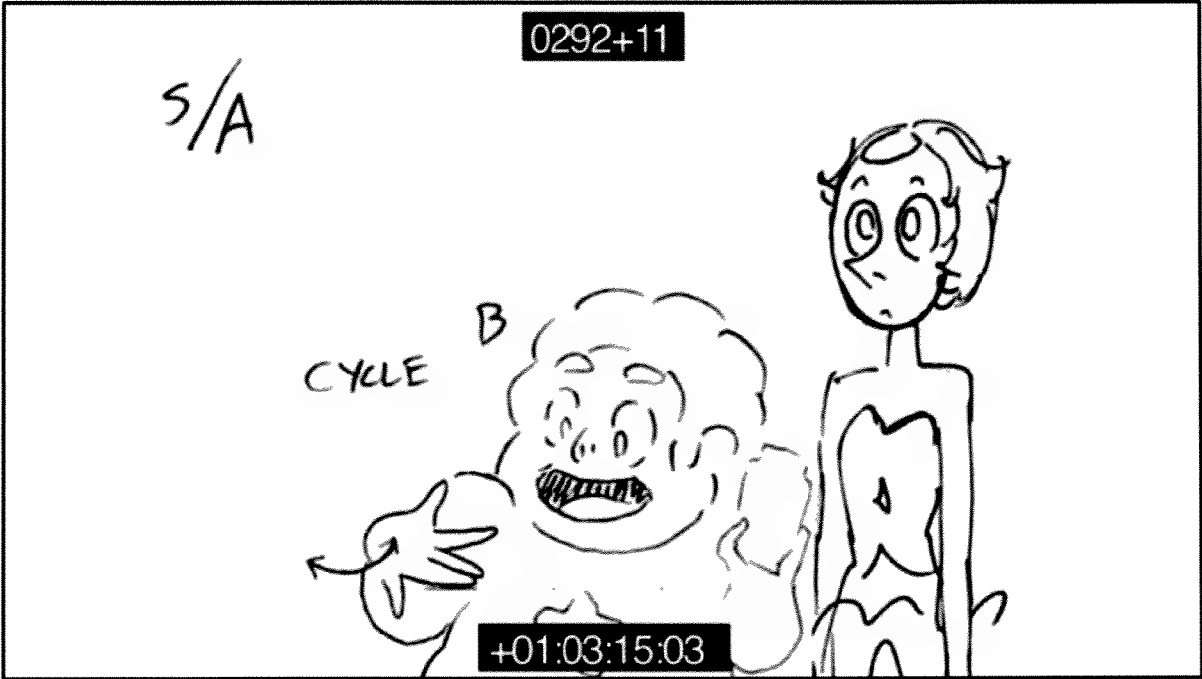
APR 1 2013

001

1020 003

1020 003

Scene	56 CONT	Panel	14
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Dialogue

Steven Sings: ...planet...

007

Scene	56 CONT	Panel	15
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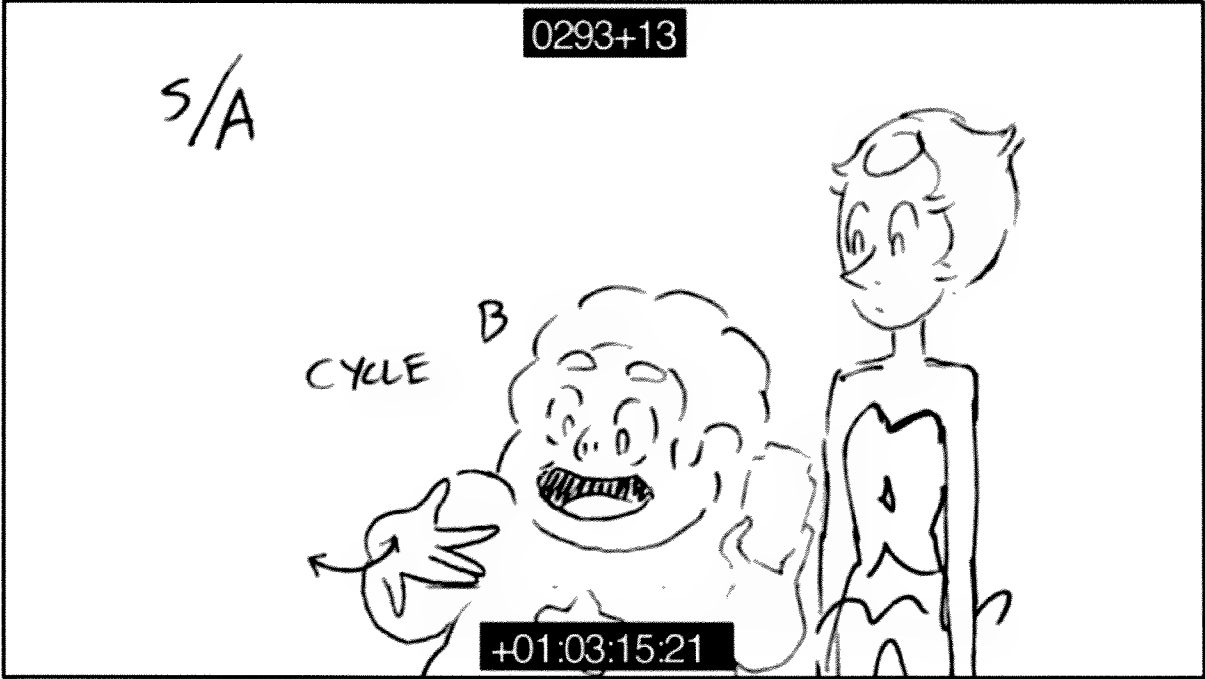
Dialogue

Steven Sings: ...from...

007

APR 10 2013

Scene *56 cont* Panel *16*



Dialogue
Steven Sings: ...outer...

O 14

Scene *56 cont* Panel *17*

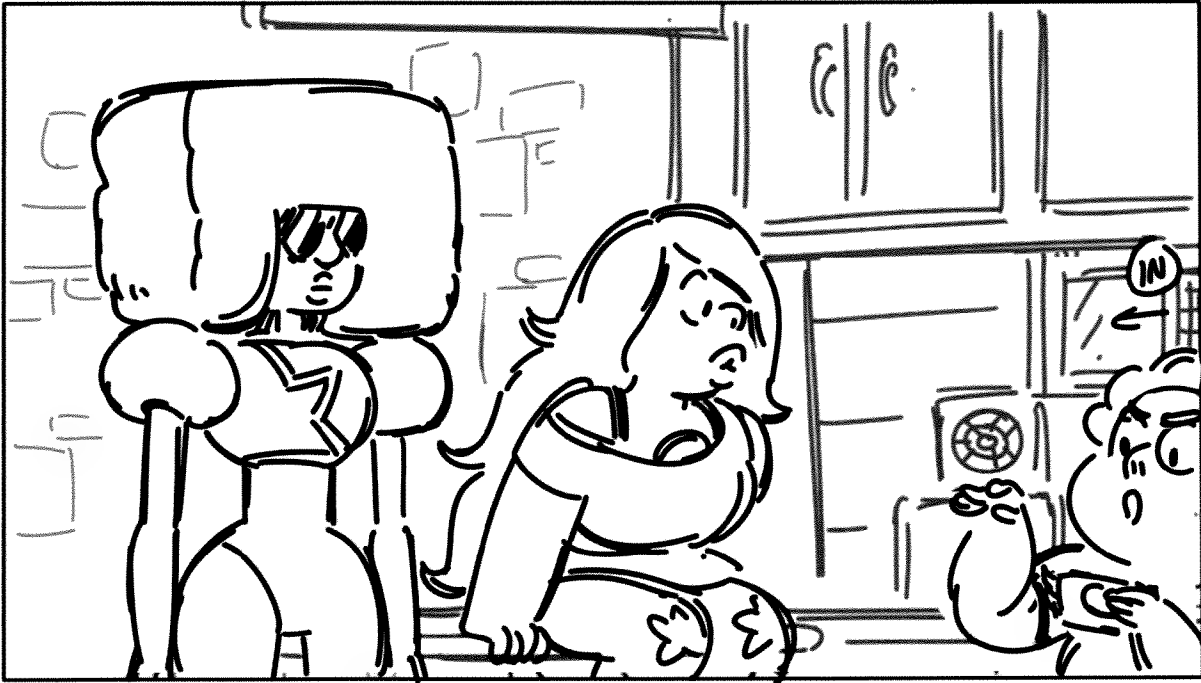


Dialogue
Steven Sings: ...space!

APR 10 2013

O 13

Scene	Panel
57	1



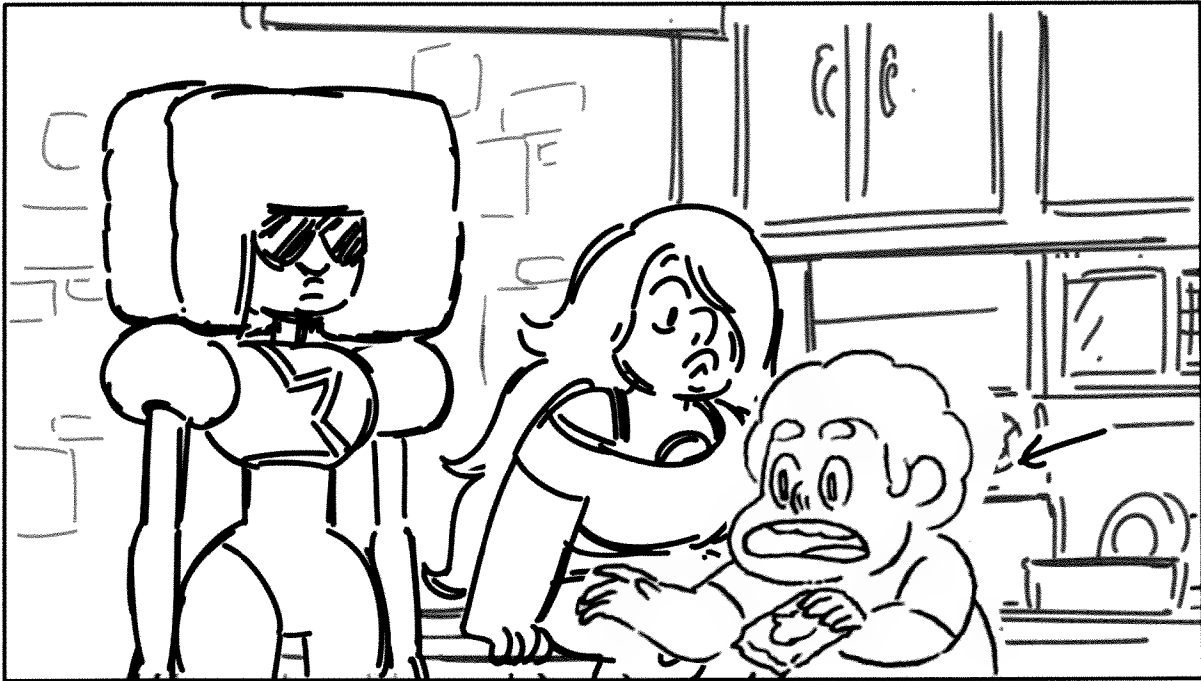
Dialogue
Steven Sings: He's a refugee...

NOTES
match BG, Sc. 55

PANELS 1+2
10

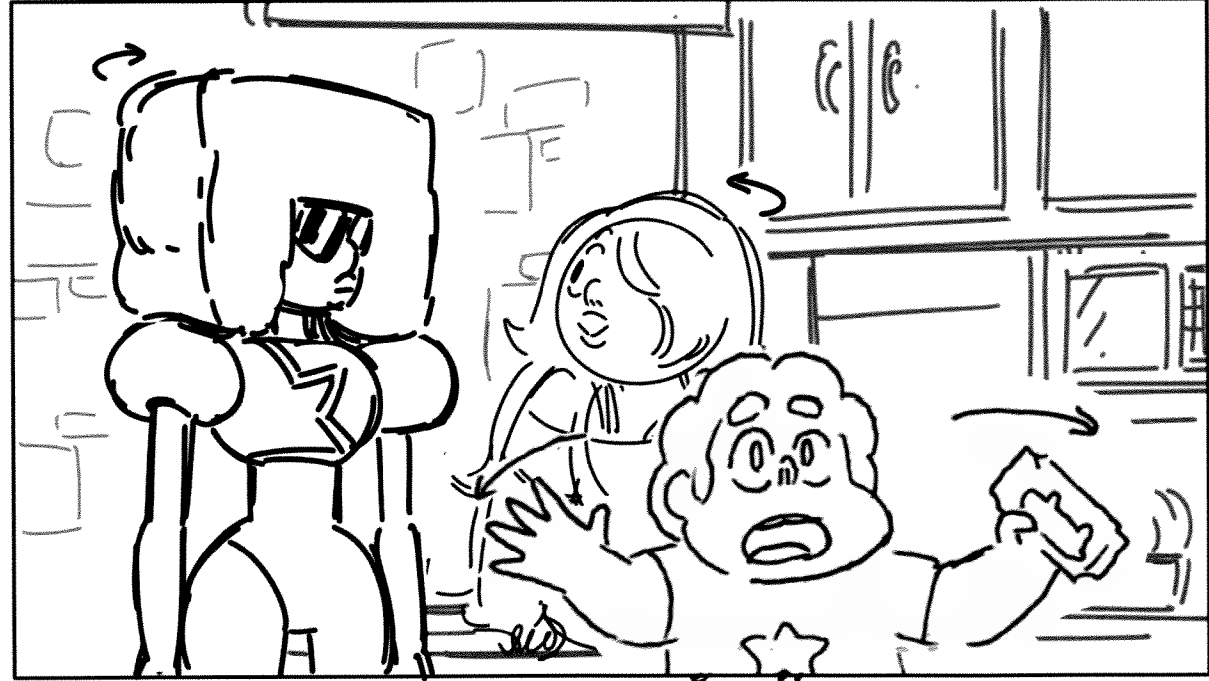
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Scene 57 CONT Panel 2



Dialogue
Steven Sings: He's a refugee...

Scene 57 CONT Panel 3



Dialogue
Steven sings: ... from an interstellar war...

202

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Action Notes
Garnet looks at Amethyst.

Amethyst looks at Garnet.

111A NEXT

Scene	58	Panel	1
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Dialogue
Steven sings: ... but now he's at...

PANELS 1+2
111

APR 10 2013

1020 003

1020 003

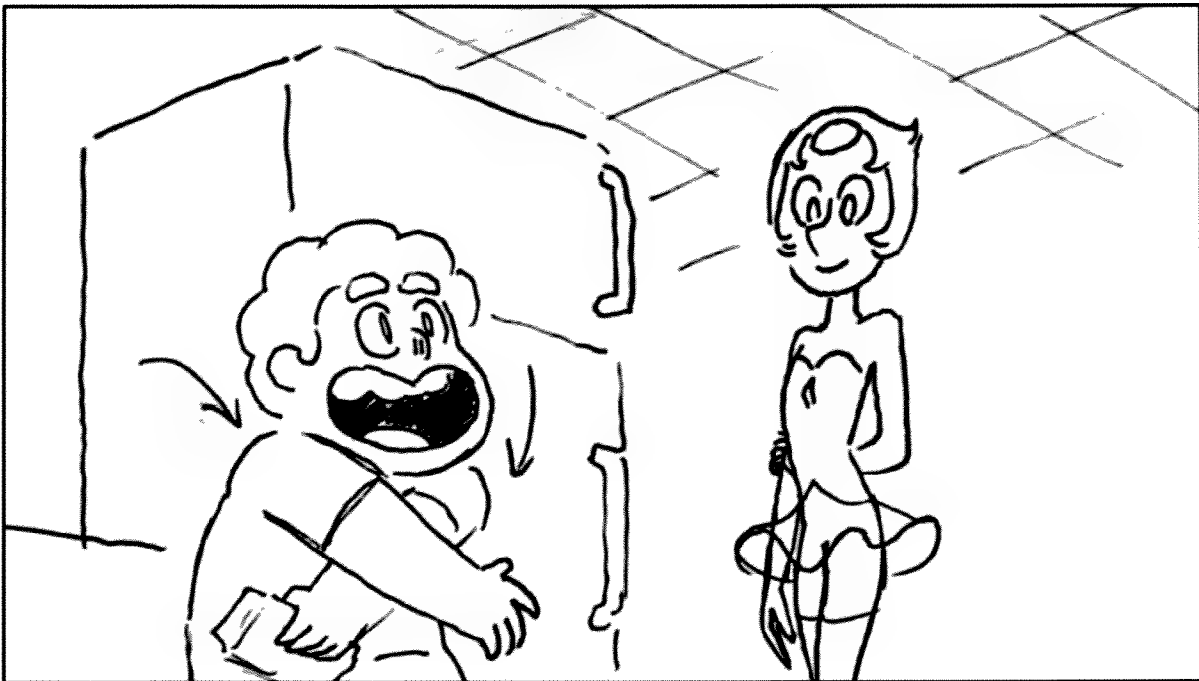
1020 003

Scene

58 CONT

Panel

2



Dialogue

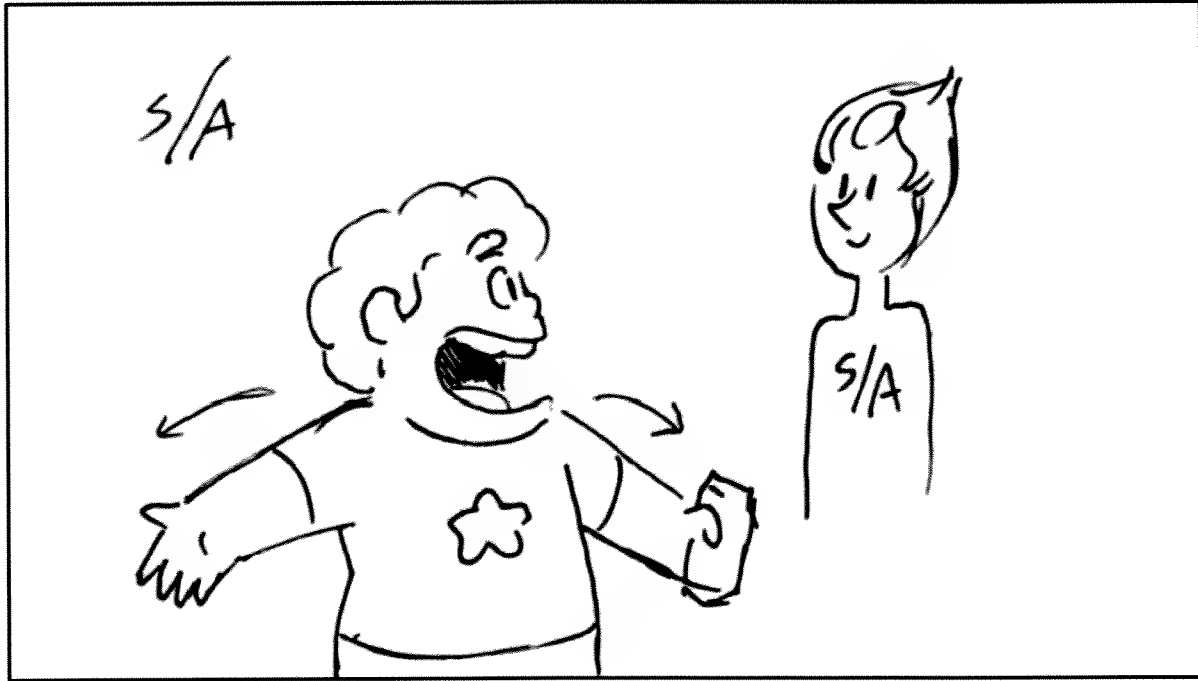
Steven sings: ... but now he's at...

Scene

58 CONT

Panel

3



Dialogue

Steven sings: ... your local grocery store!

2¹⁰

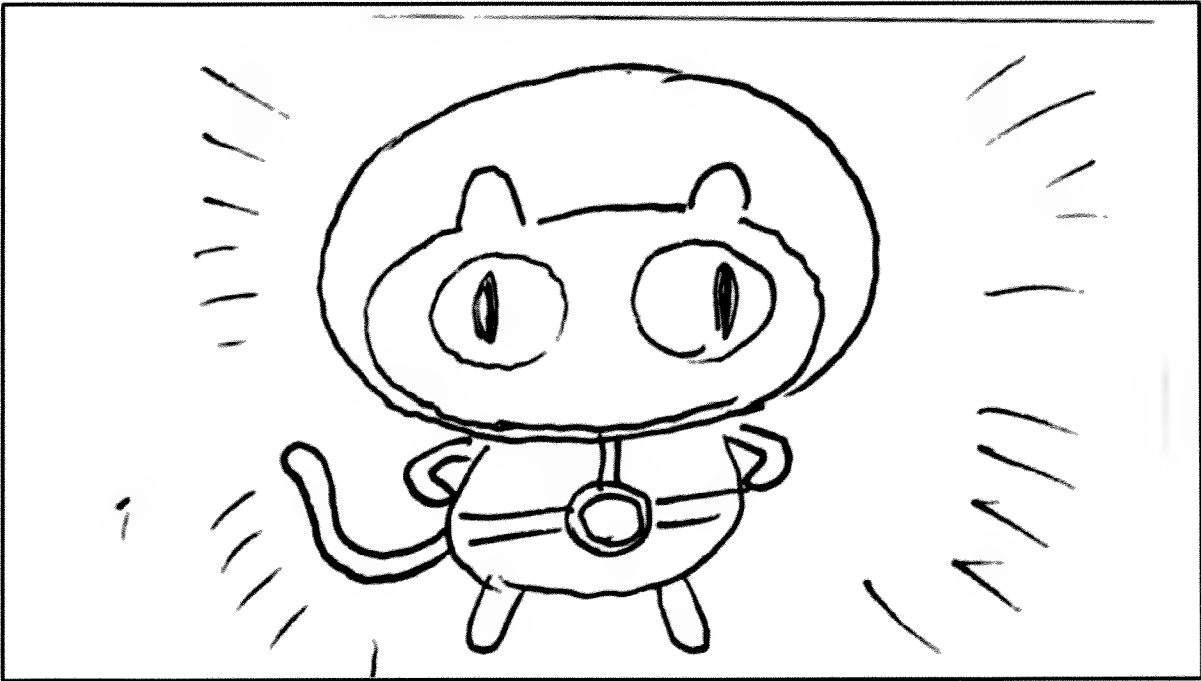
APR 10 2013

1020 003

1020 003

1020 003

Scene 59 Panel 1



Dialogue
Steven sings: Cookie Cat!

108

Scene 59CONT Panel 2



Dialogue
Steven sings: He's a pet...

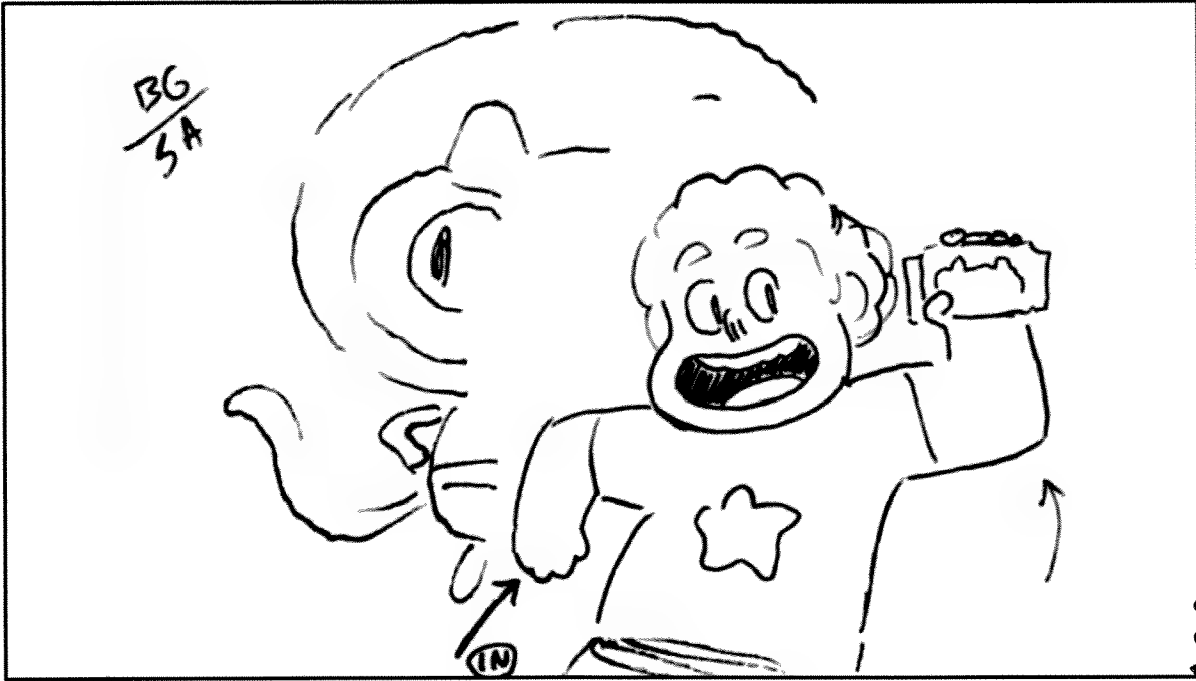
PANELS 2+3
014

APR 10 2013

1020 003

1020 003

Scene	59 CONT	Panel	3
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Dialogue
Steven sings: He's a pet...

APR 10 2013

1020 003

1020 003

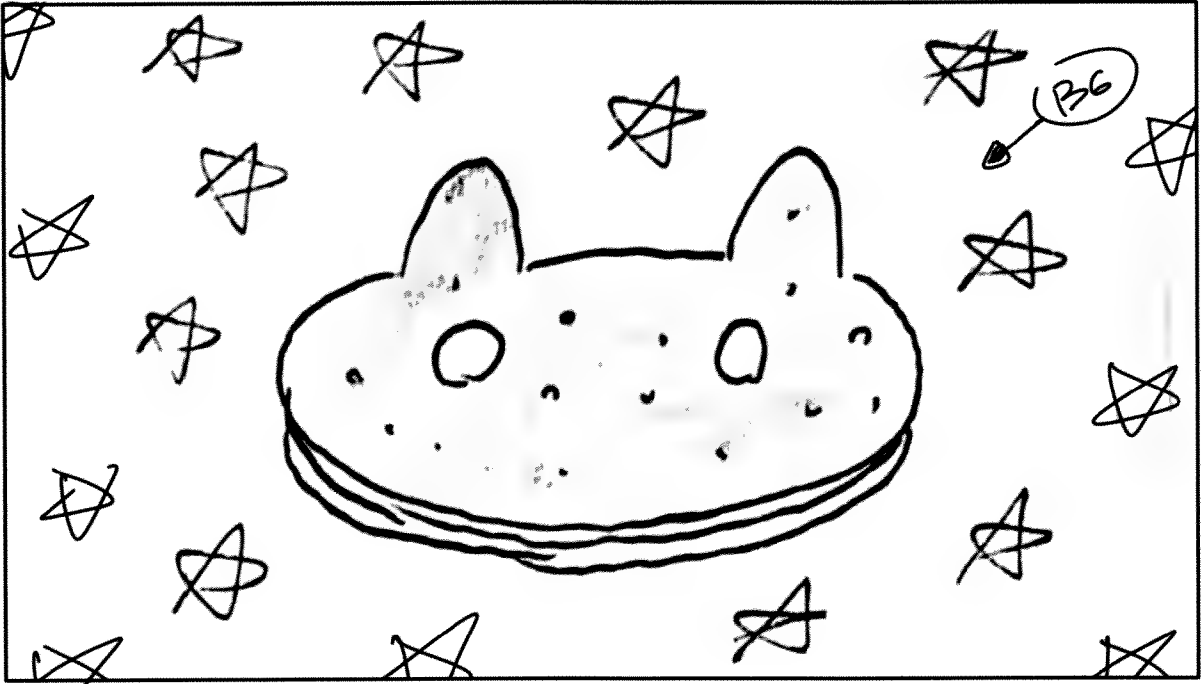
1020 003

Scene	59 CONT	Panel	4
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Dialogue
Steven sings: ... for your tummy!
105

Scene	60	Panel	1
-------	----	-------	---



Dialogue
Steven sings: Cookie Cat!
109
APR 10 2013

1020 003

1020 003

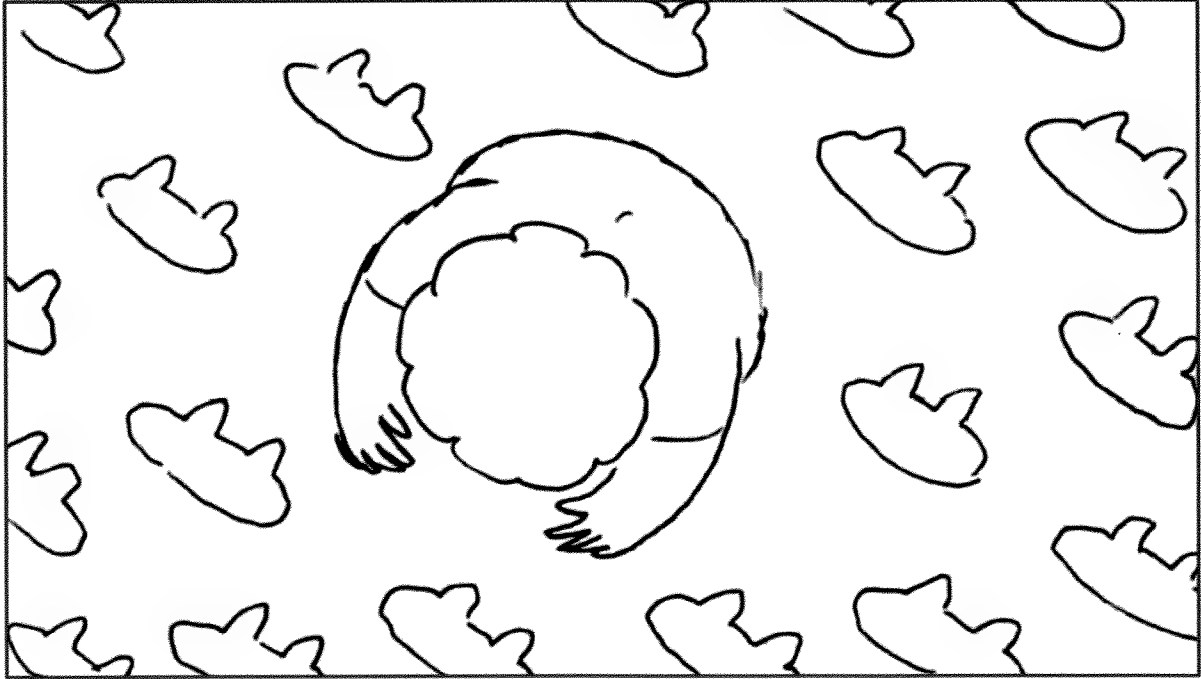
Scene 60 CONT Panel 2



Dialogue
Steven sings: He's super duper ummy!

204

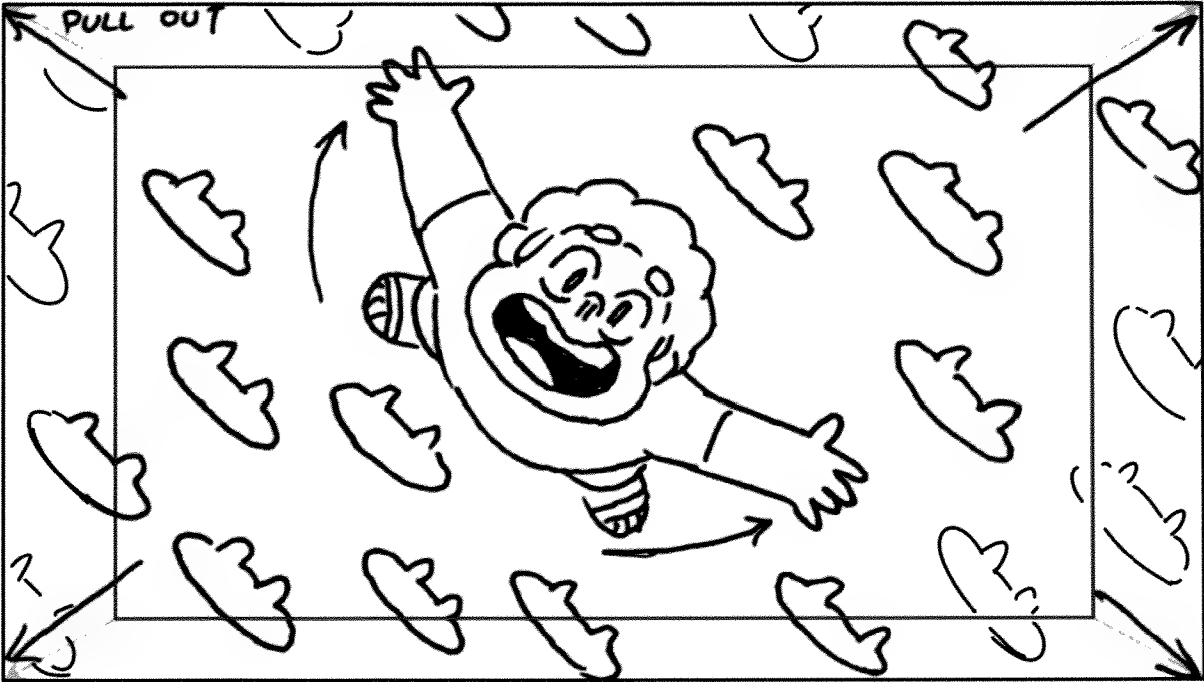
Scene 61 Panel 1



006

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Scene	61 CONT	Panel	2
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Dialogue

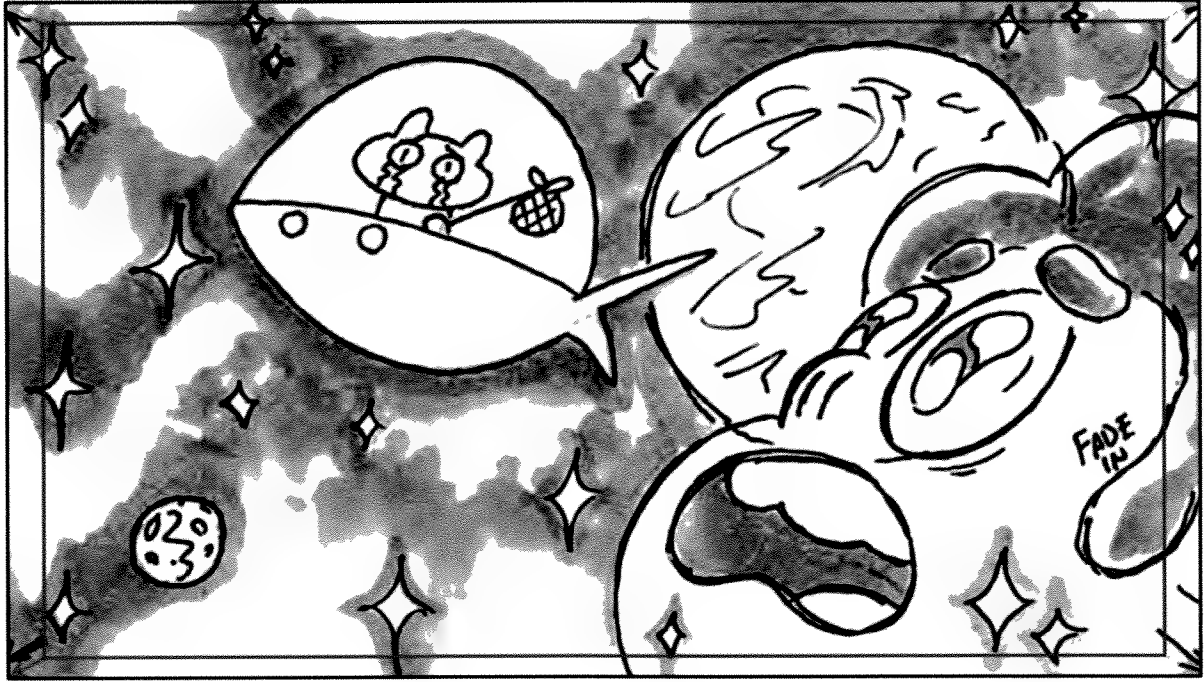
Steven sings: Cookie Cat!

Action Notes

Camera quick pull out.

ADJ HOLD
004 102

Scene	62	Panel	1
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Dialogue

Steven: He left his family behind...

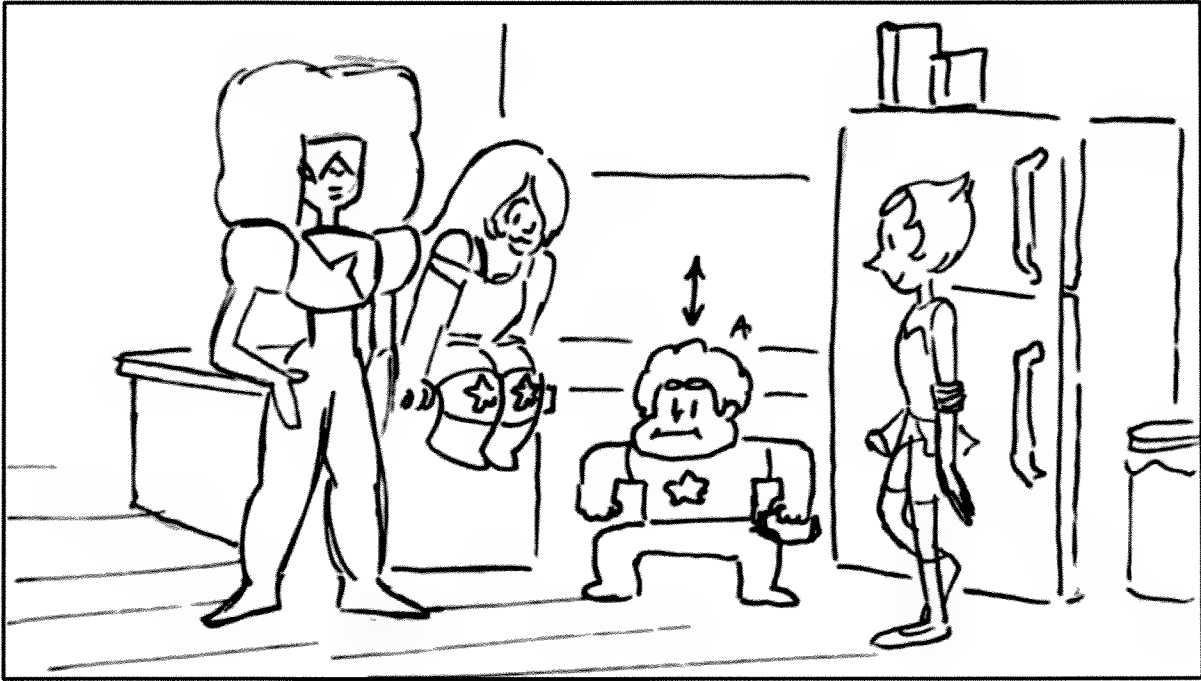
Action Notes

Camera: Slow out

213

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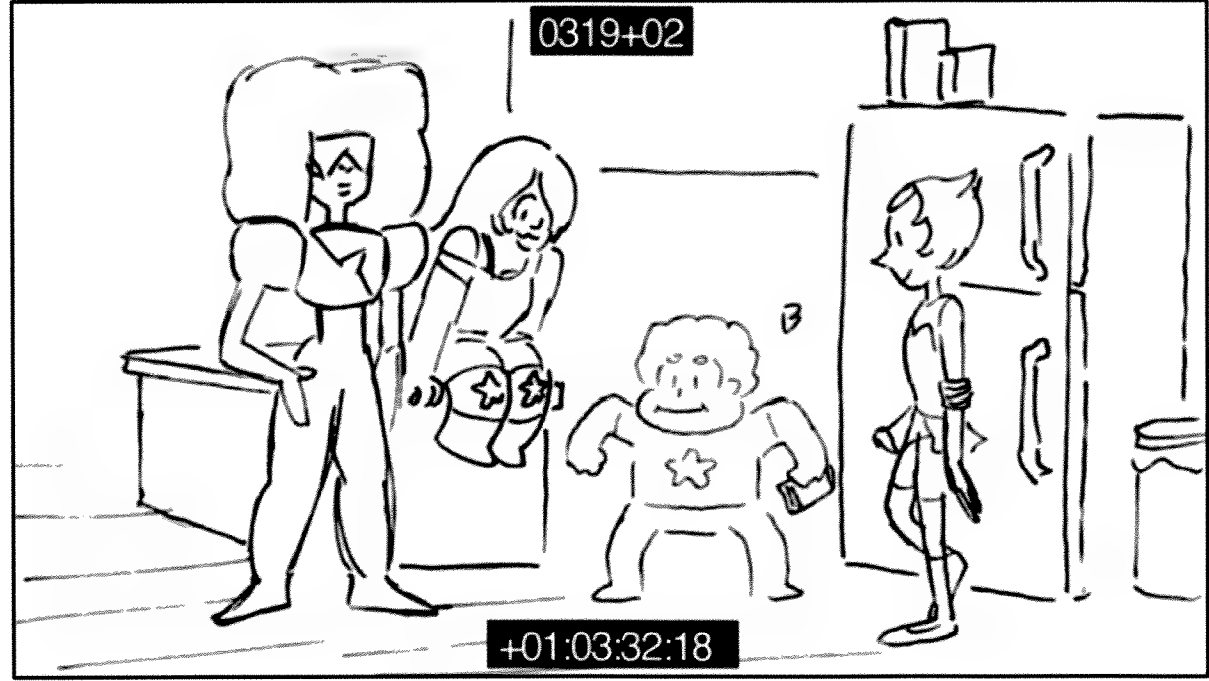
Scene 63 Panel 1



Dialogue
Steven: Cookie Caaaaaat....

Action Notes
Steven bounces up and down: A B A B A B A B A B
ANL 1+2
CYCLE A+B x5
013

Scene 63 CONT Panel 2



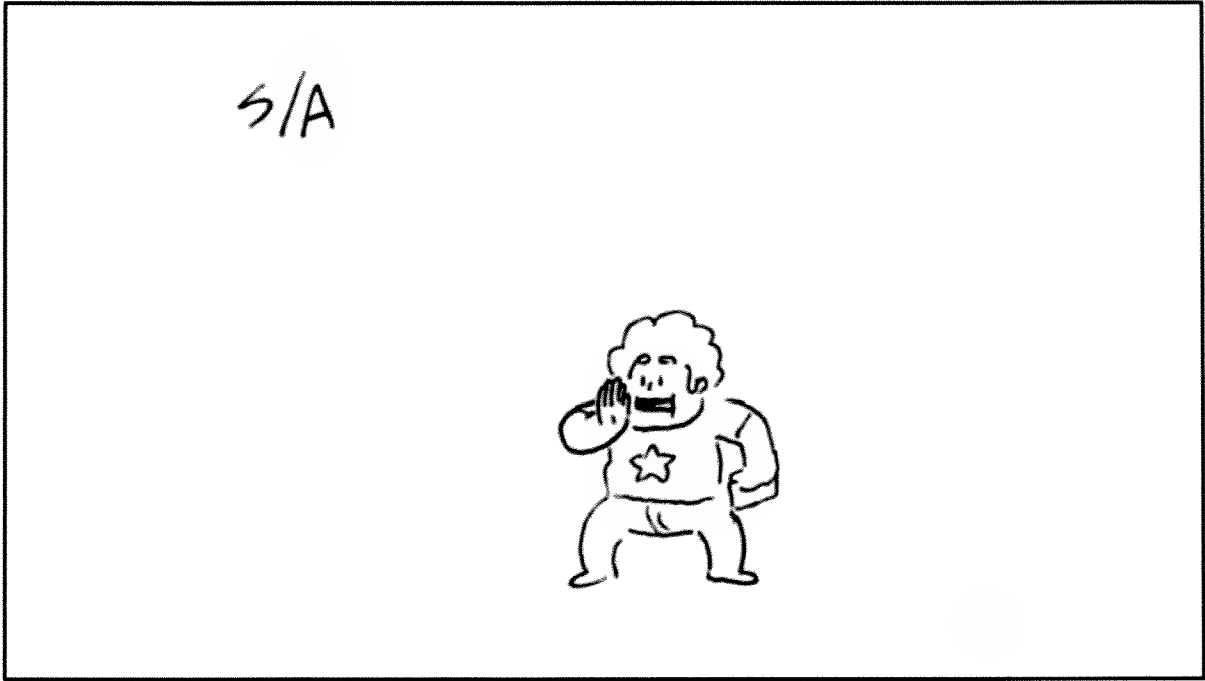
Action Notes
Steven bounces up and down: A B A B A B A B A B

APR 10 2013

1020 003

1020 003

Scene	63 cont	Panel	3
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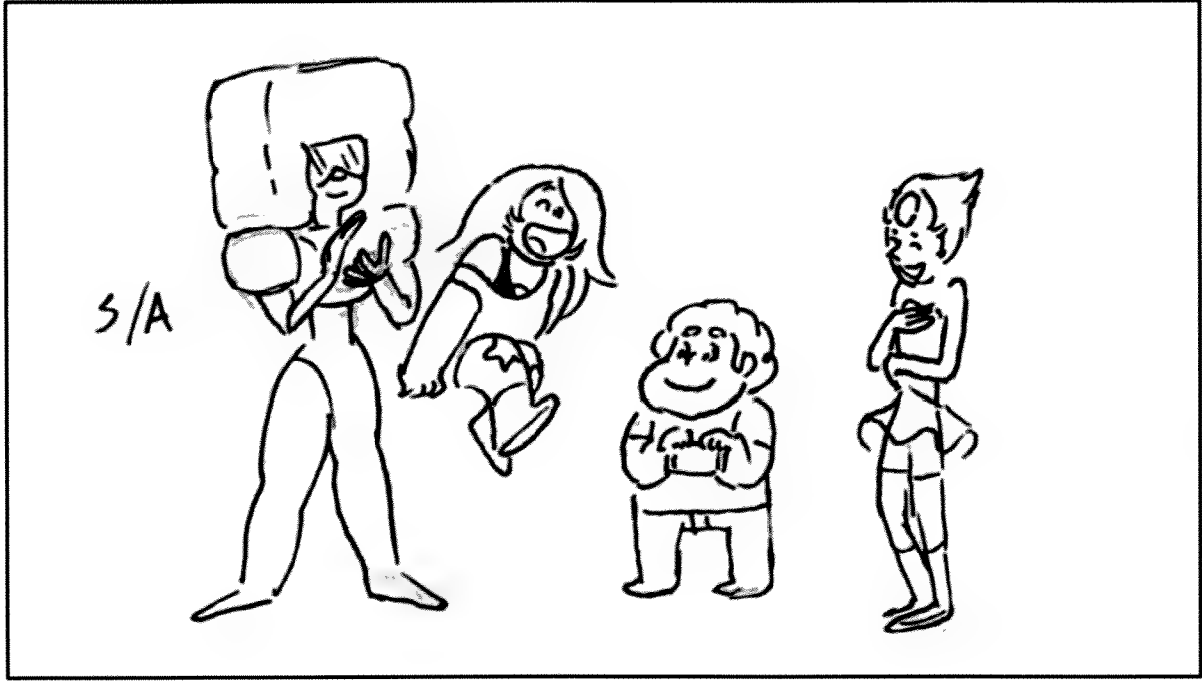


Dialogue

Steven (Announcer voice): Now available at Gergins off route 109.

3¹³

Scene	63 cont	Panel	4
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Dialogue

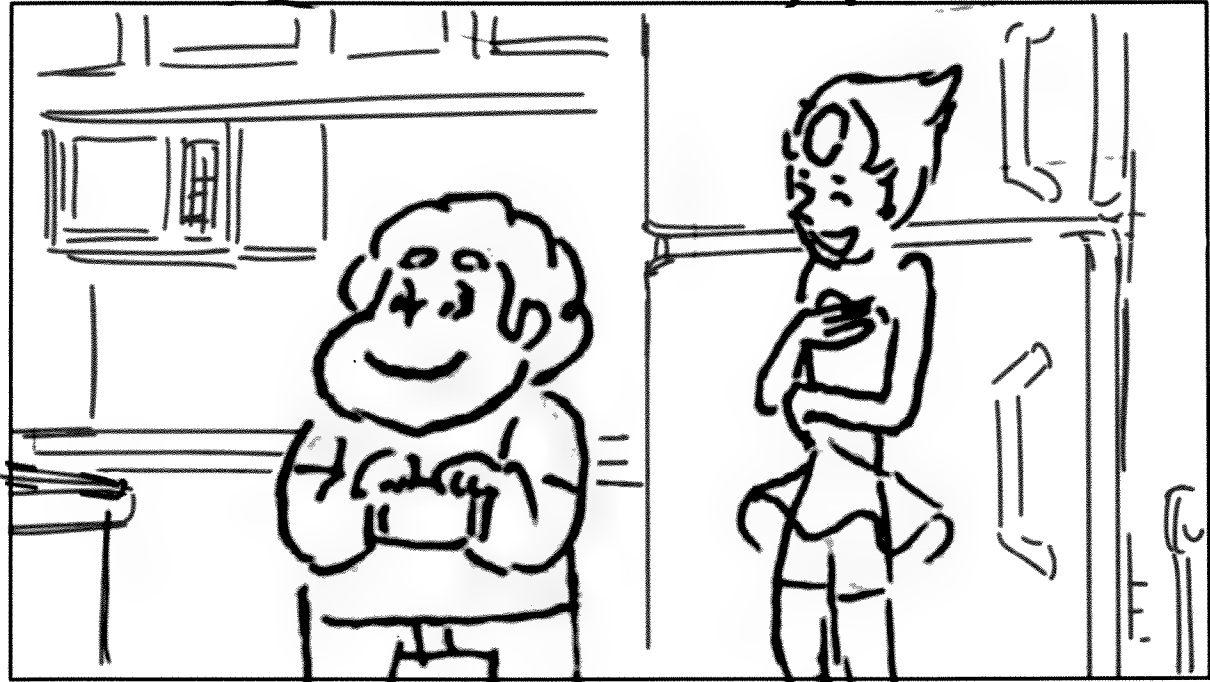
Girls noise: "Laughing"

Garnet noise: "Claps"

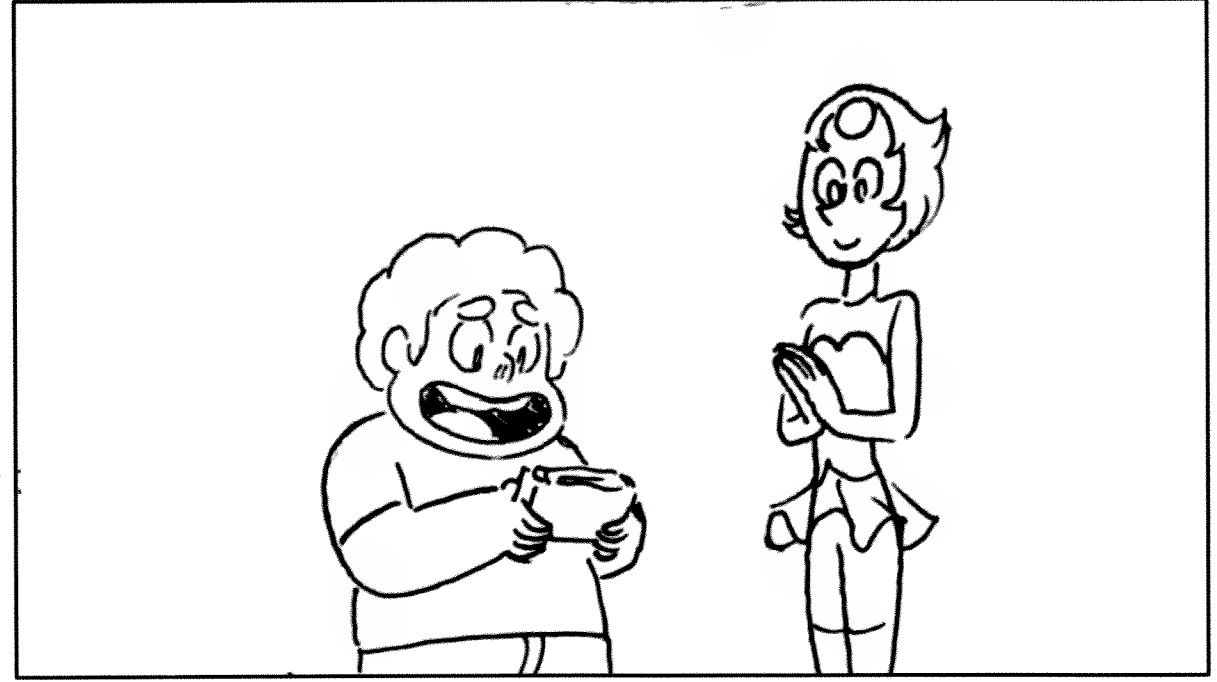
APR 10 2013

5⁰⁵

Scene	64	Panel	1
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Scene	64 cont	Panel	2
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Dialogue
Steven: I can't believe you did this!

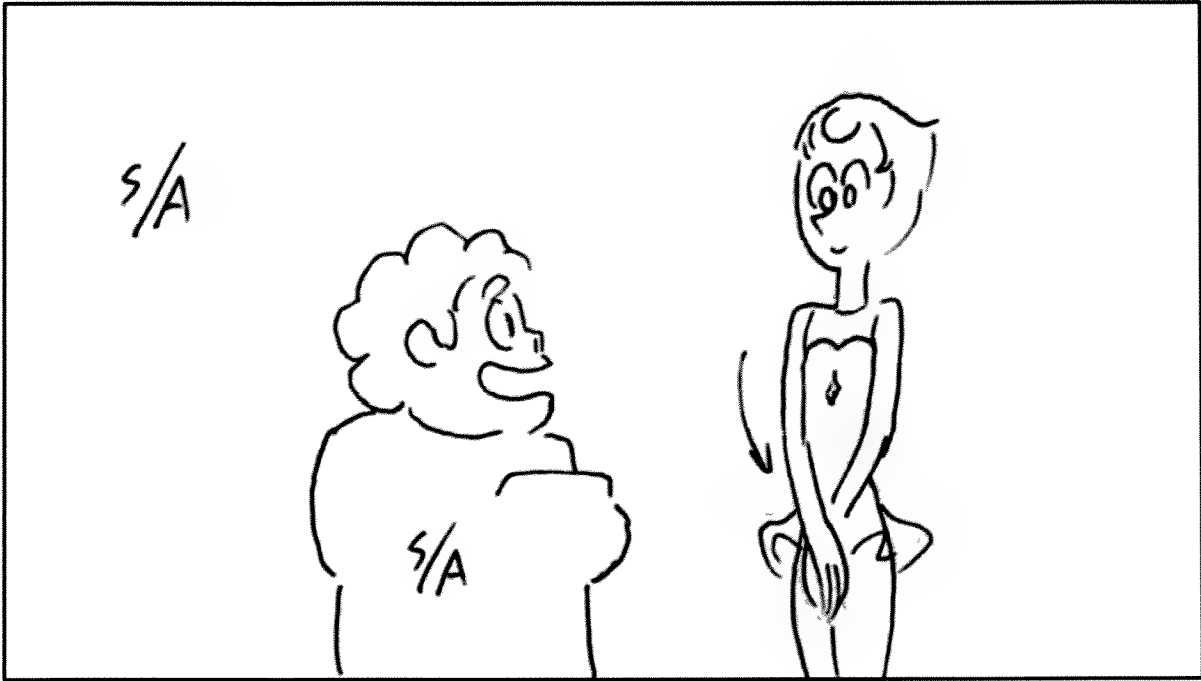
PANELS 1+2
2¹⁰

APR 10 2013

1020 003

1020 003

Scene *64 cont* Panel *3*



Dialogue

Steven: I'm gonna save these for ever!

209

Scene *64 cont* Panel *4*



Action Notes

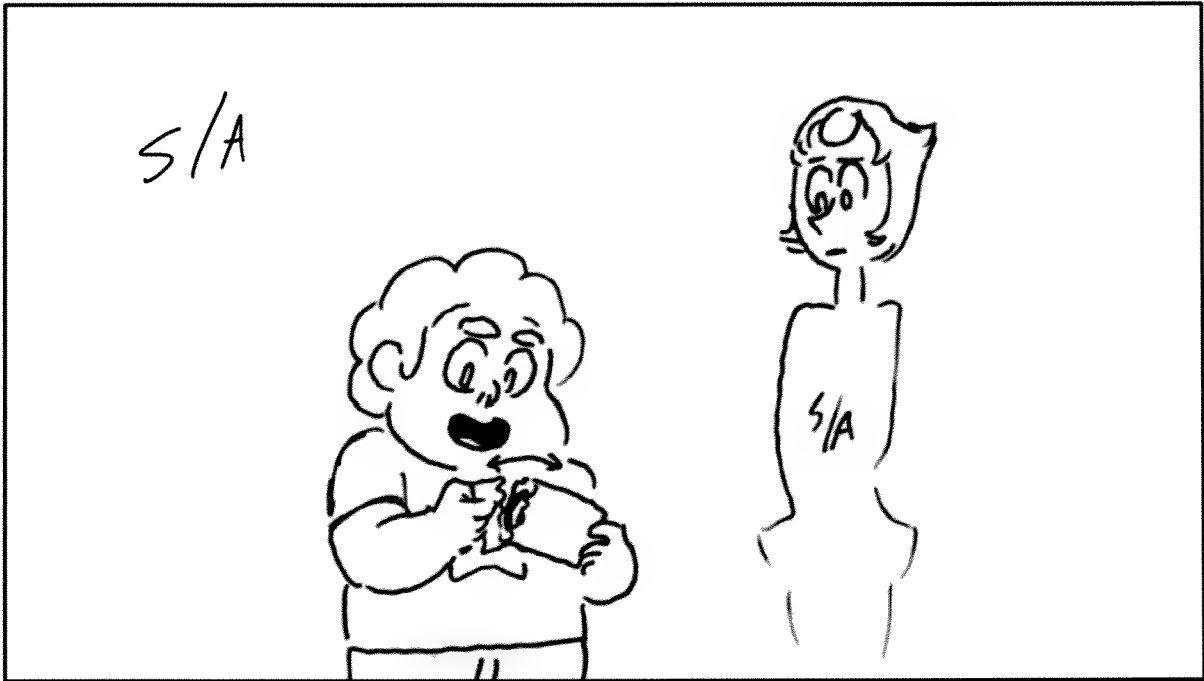
< beat >

102

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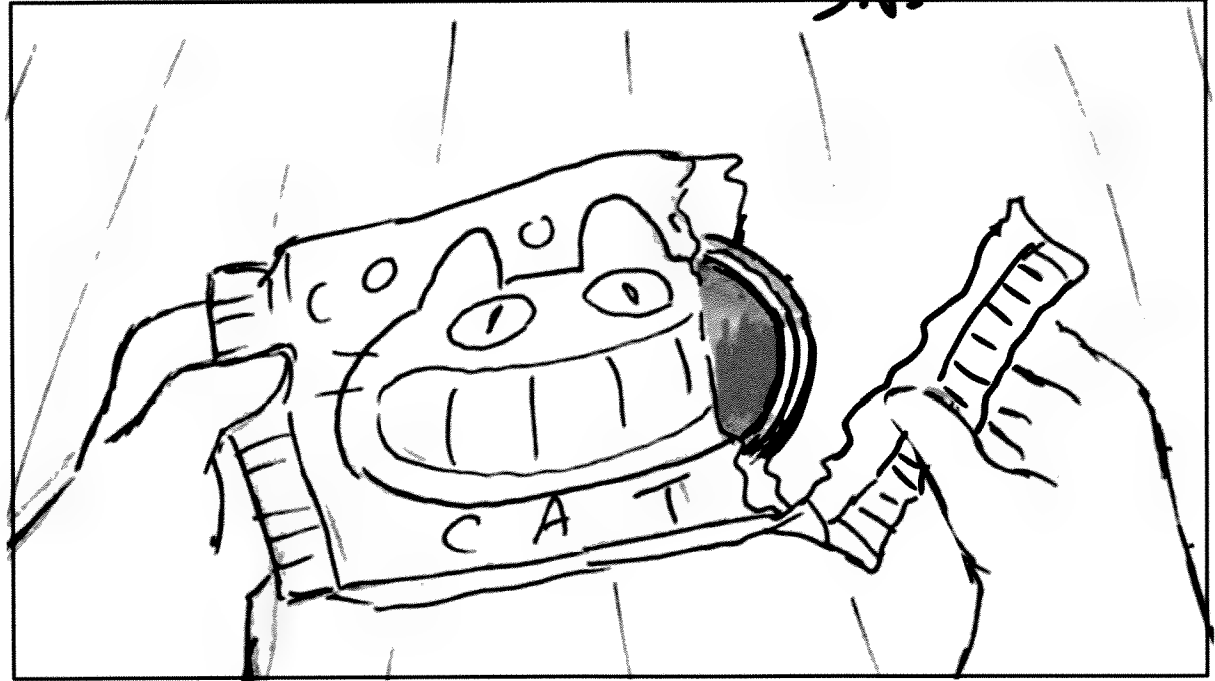
120A NEXT

Scene 64 cont Panel 5



Dialogue
Steven: Right after I eat this one.

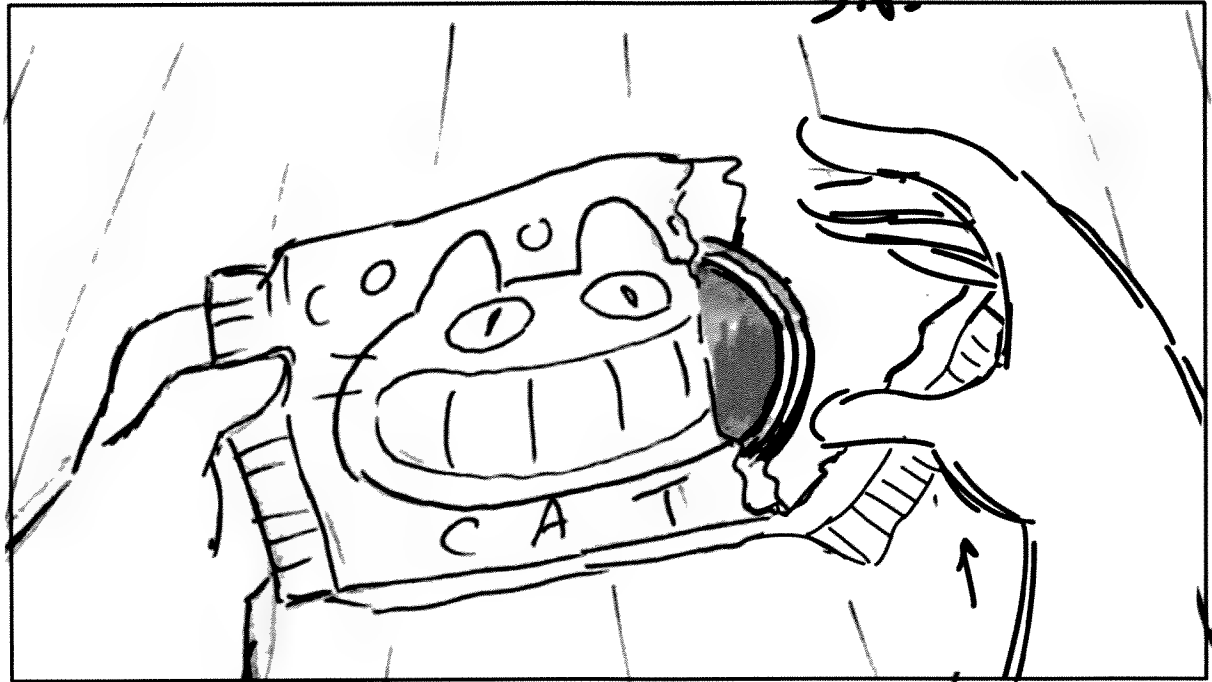
Scene 65 Panel 1



PANELS 1 through 3
007

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Scene	Panel
65 CONT	2



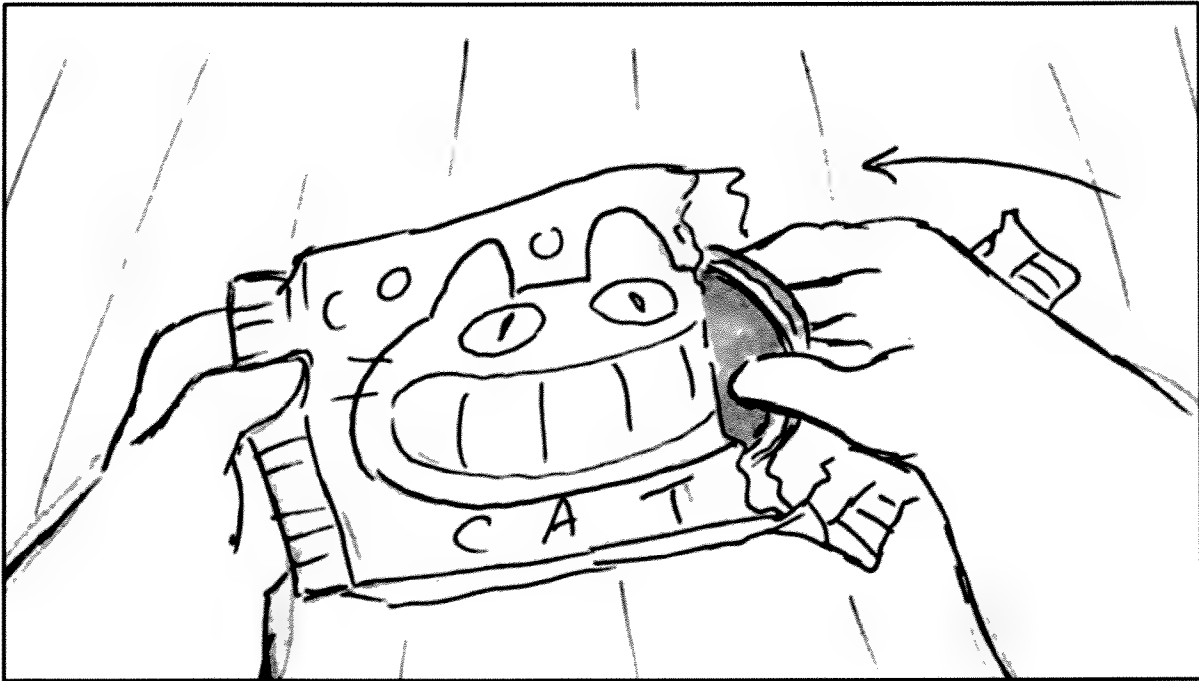
APR 10 2013

1020 003

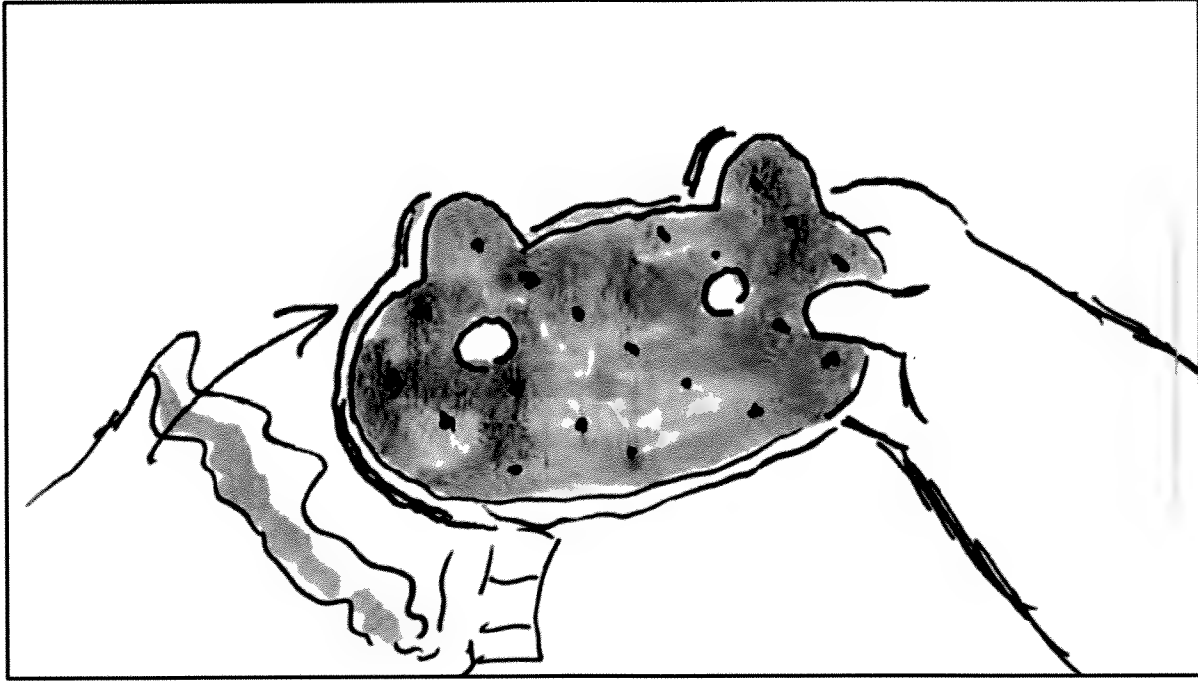
1020 003

1020 003

Scene 65 CONT Panel 3



Scene 65 CONT Panel 4

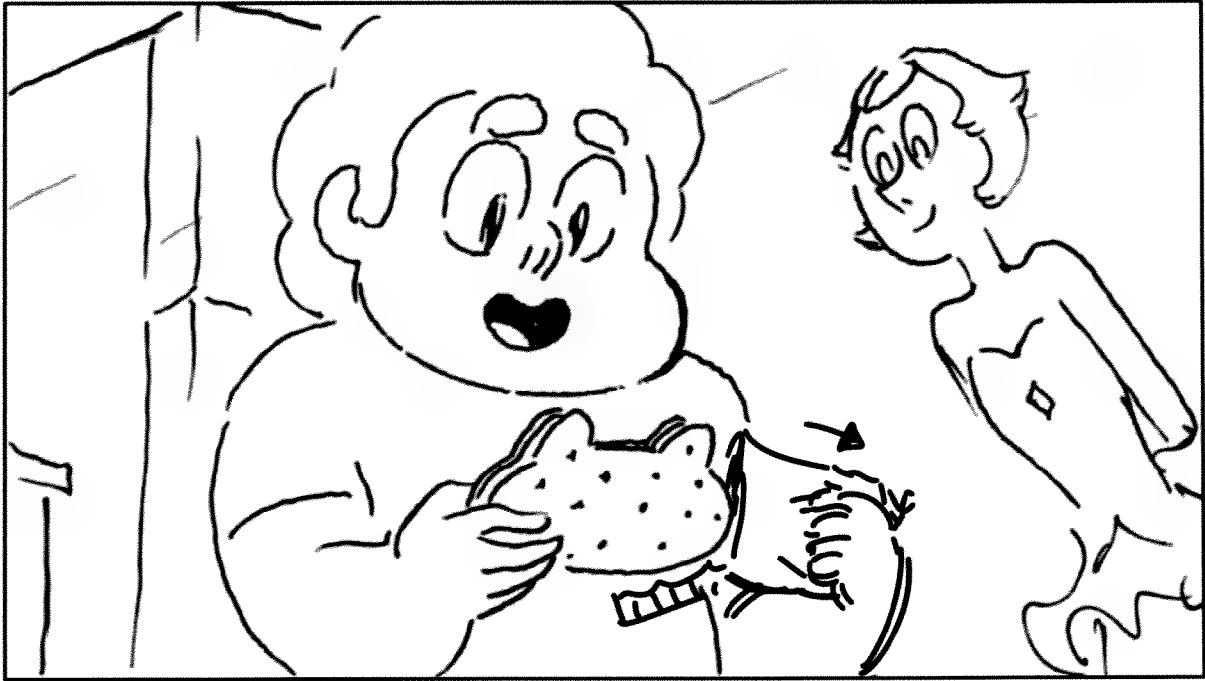


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107

122A NEXT

Scene	66	Panel	1
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Dialogue
Steven: Hello old friend.

PANELS 1+2
110

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1020 003

1020 003

1020 003

Scene 66 CONT Panel 2



Dialogue
Steven: Hello old friend.

Scene 66 CONT Panel 3



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006

Scene 66 CONT Panel 4



014

Scene 66 CONT Panel 5



CYCLE PANEL 5 through 7 x 3
102

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Scene *666 CONT* Panel *6*



Action Notes
Chew in circle screen clockwise.

Scene *666 CONT* Panel *7*



Action Notes
Chew in circle screen clockwise.

APR 10 2013

1020 003

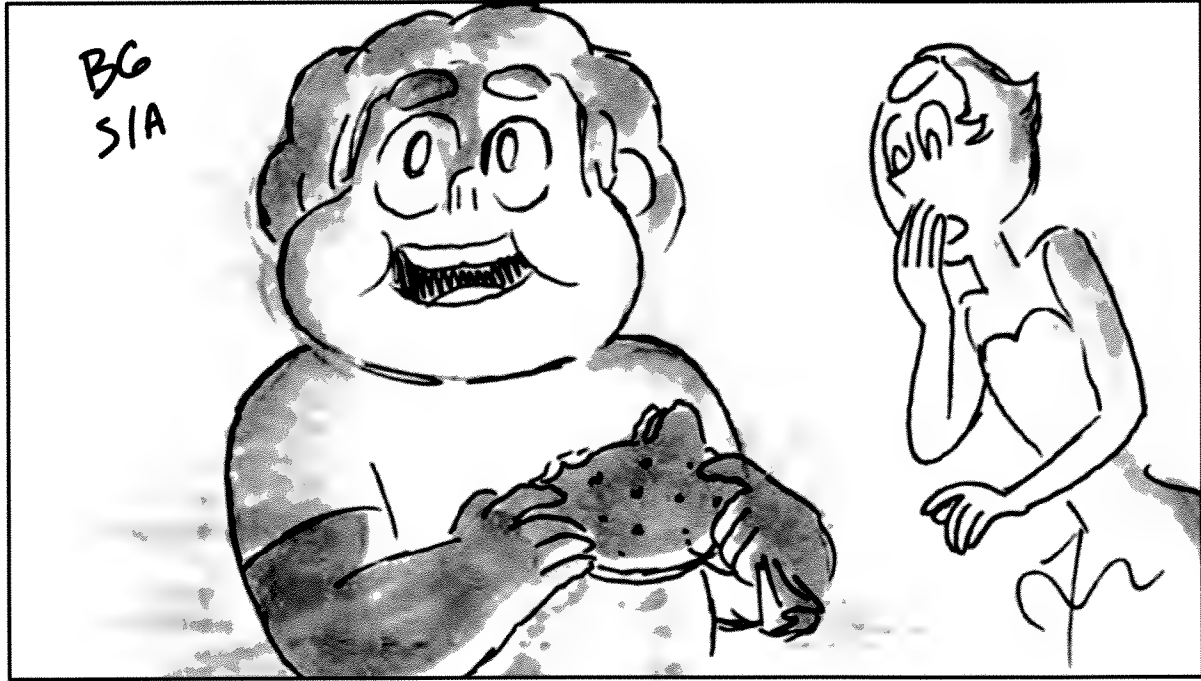
1020 003

Scene 666 CONT Panel 8



Dialogue
Steven (mouthfull): Ooh... Soo good!

Scene 666 CONT Panel 9

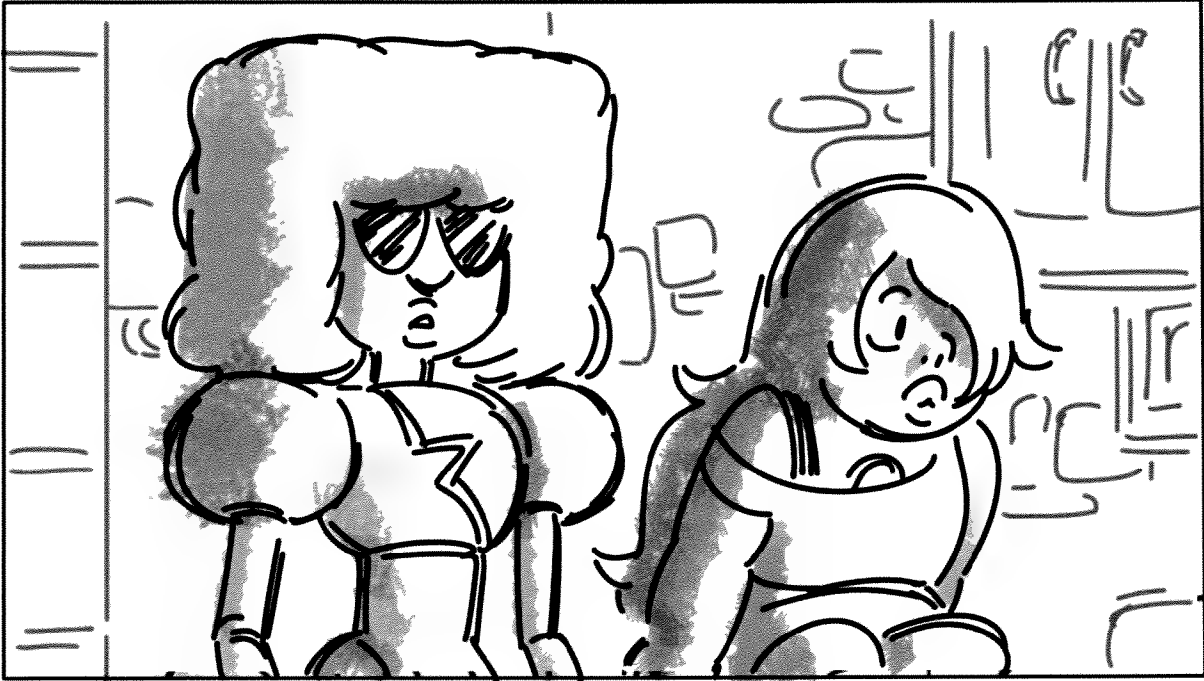


Dialogue
Steven: I like to eat the ears first.

APR 10 2013

126A NEXT

Scene	67	Panel	1
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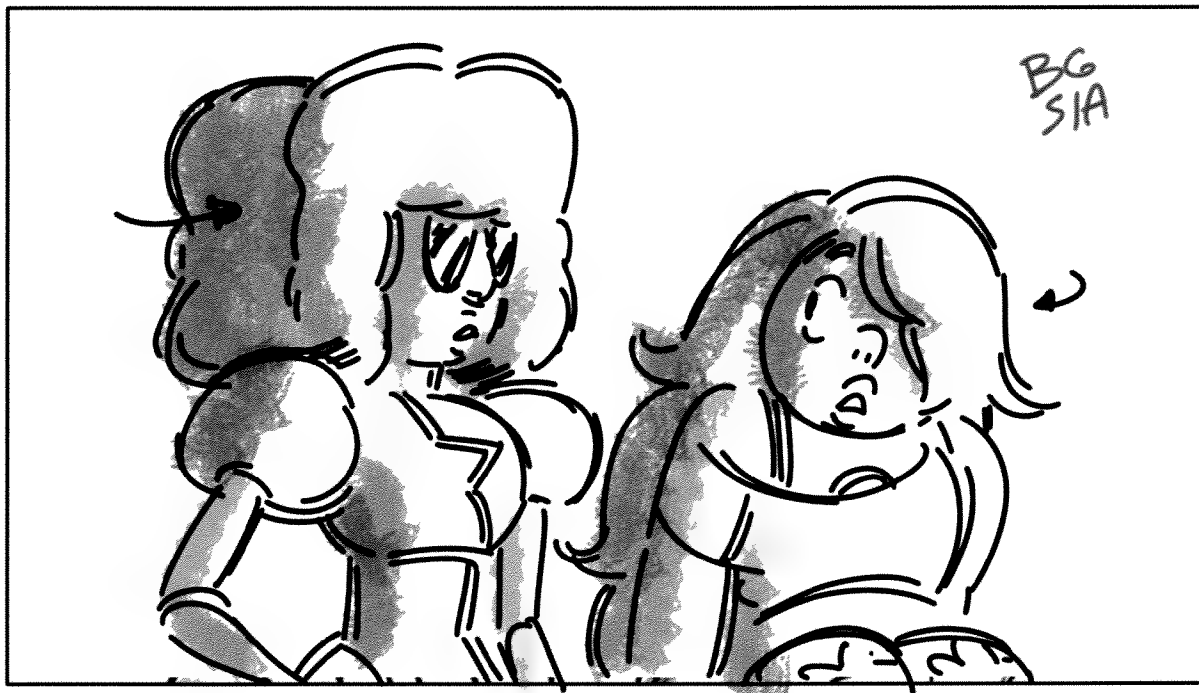
PANELS 1+2
006

APR 10 2013

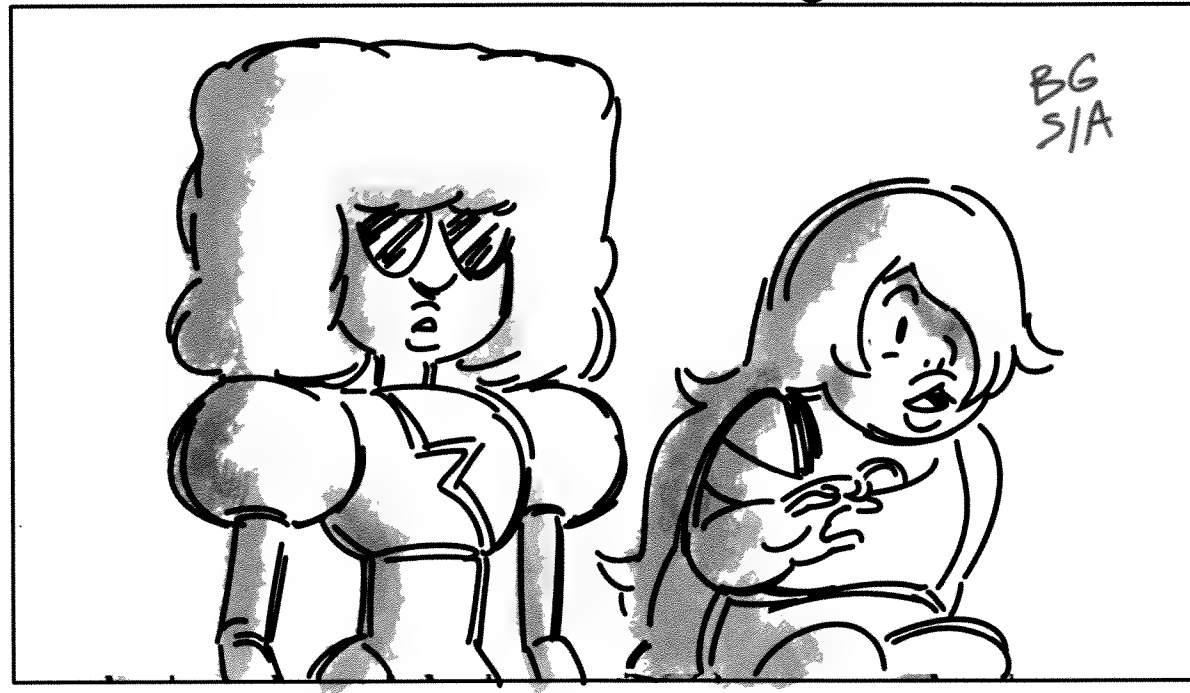
1020 003

1020 003

Scene	67 CONT	Panel	2
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Scene	67 CONT	Panel	3
-------	---------	-------	---



Dialogue
Amethyst: Uh, Steven?

201

APR 10 2013

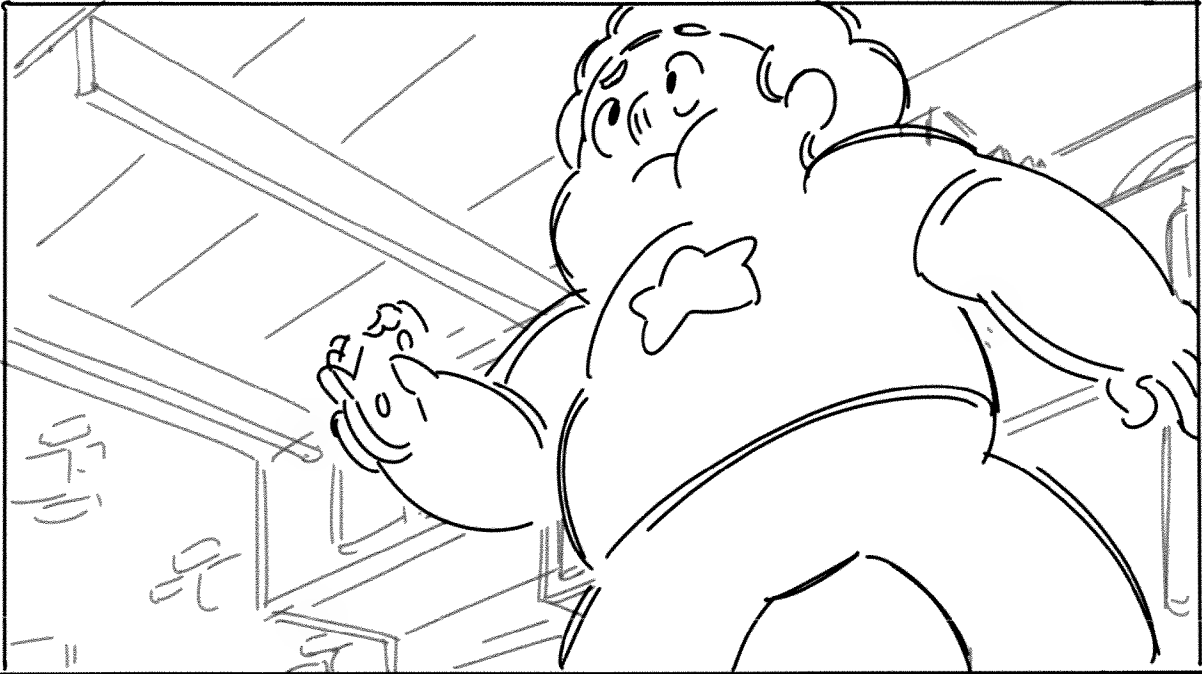
1020 003

1020 003

1020 003

127A NEXT

Scene	Panel
68	1



PANELS 1+2

010

APR 10 2013

Scene

68 cont

Panel

2

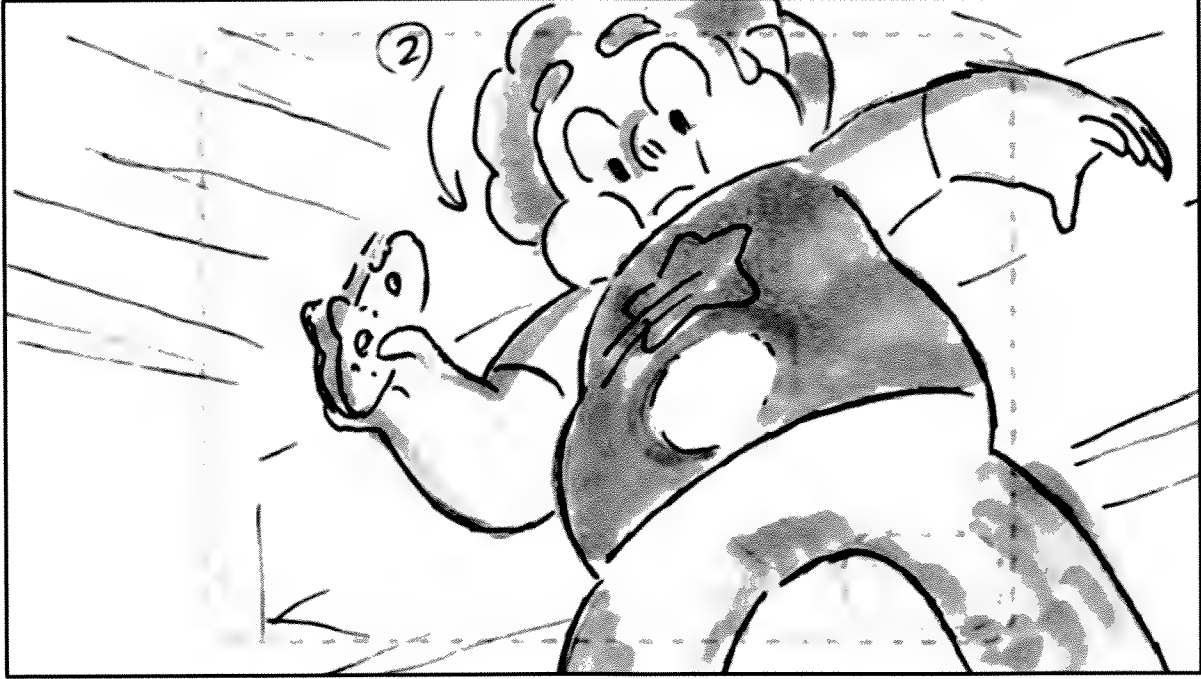


Scene

68 cont

Panel

3



Dialogue

Steven: Whhaa....

PANELS 3+4

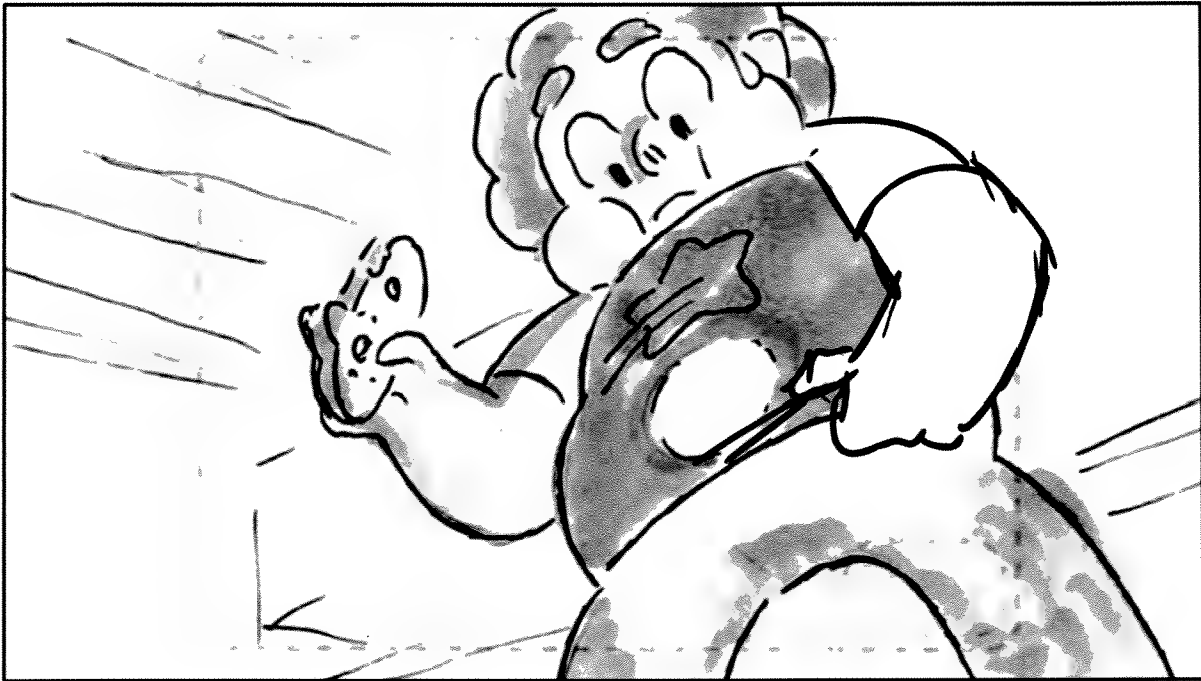
102

APR 10 2013

1020 003

1020 003

Scene	68 CONT	Panel	4
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Scene	68 CONT	Panel	5
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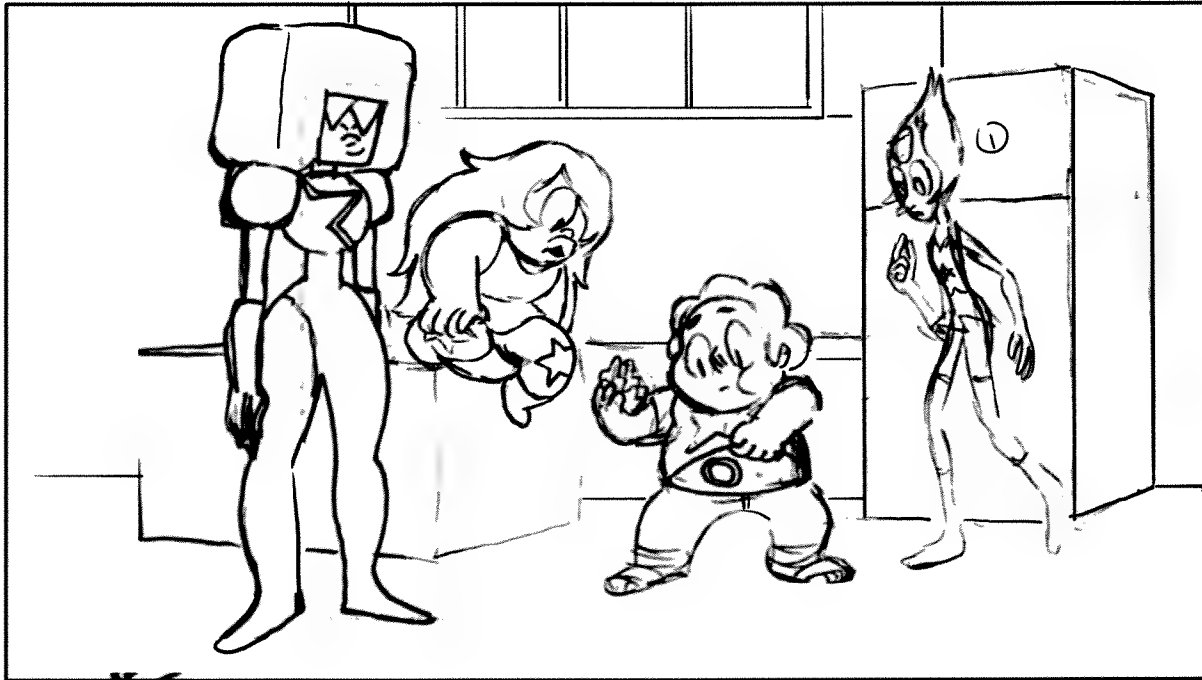


Dialogue
Steven: My gem!

112

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Scene **69** Panel **1**



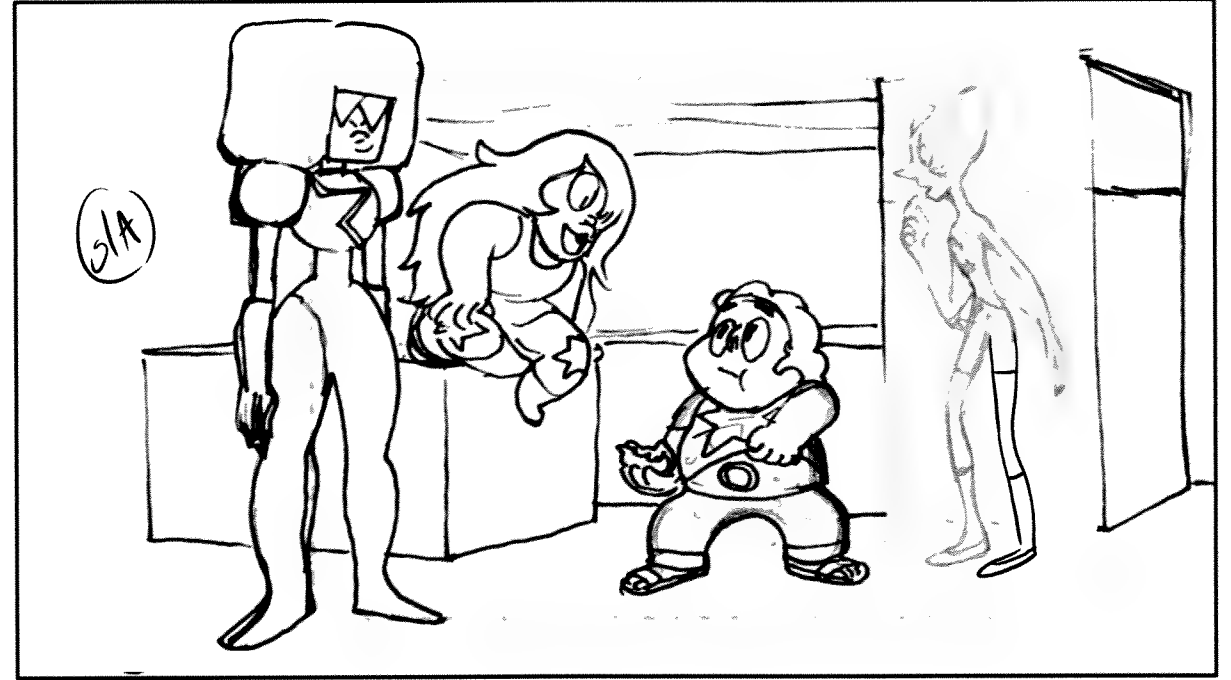
Action Notes
Light begins to fade.



PANELS 1+2

3¹⁰

Scene **69 cont** Panel **2**



Dialogue
Amethyst: !!! Quick! Try and summon your weapon!

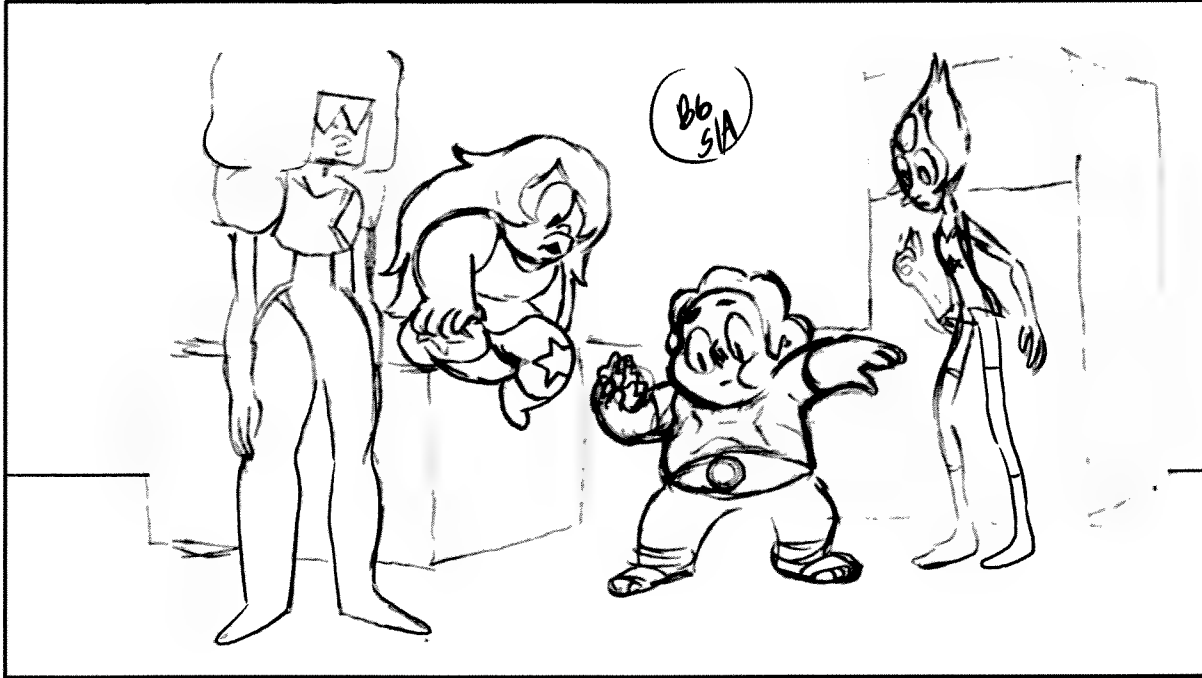
APR 10 2013

1020 003

1020 003

1020 003

Scene	69 CONT	Panel	3
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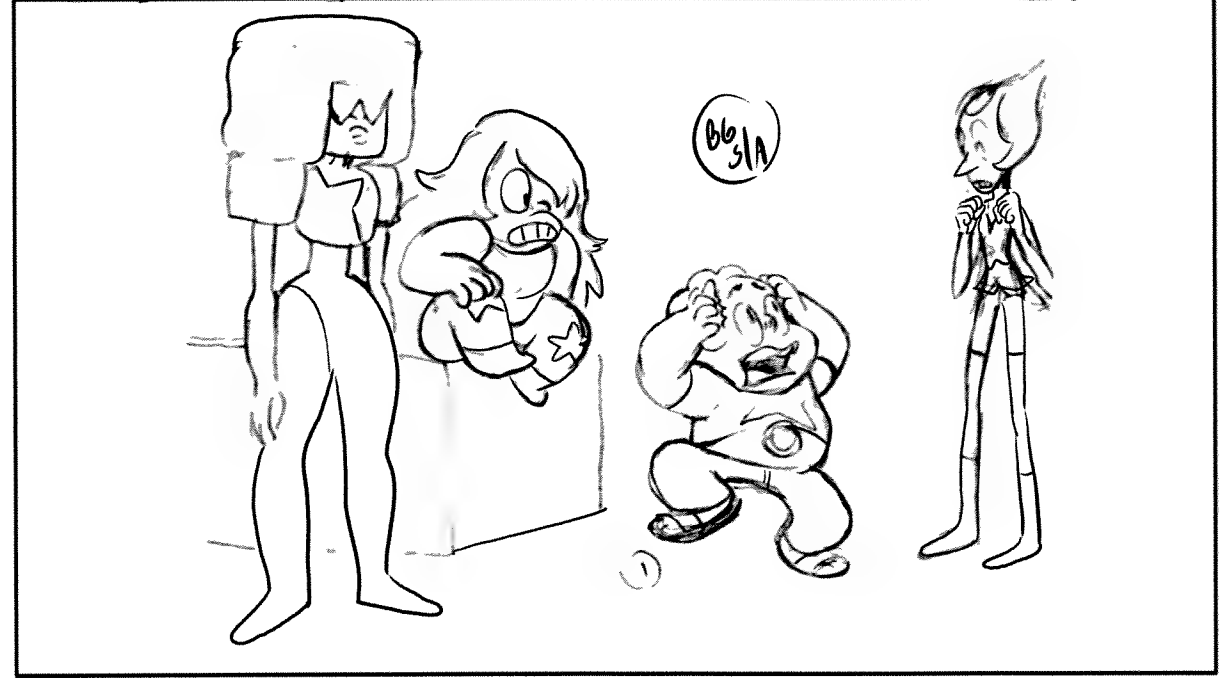


Dialogue
Steven: I don't know how!

Action Notes
Light keeps fading.

2⁰⁷

Scene	69 CONT	Panel	4
-------	---------	-------	---



Dialogue
Steven: Ahhh!! It's fading! How do I make it come back?!?

Action Notes
Cycle 1 2 1 2 1 2

CYCLE 1+2 x7 +1

0¹⁰

APR 10 2013

1020 003

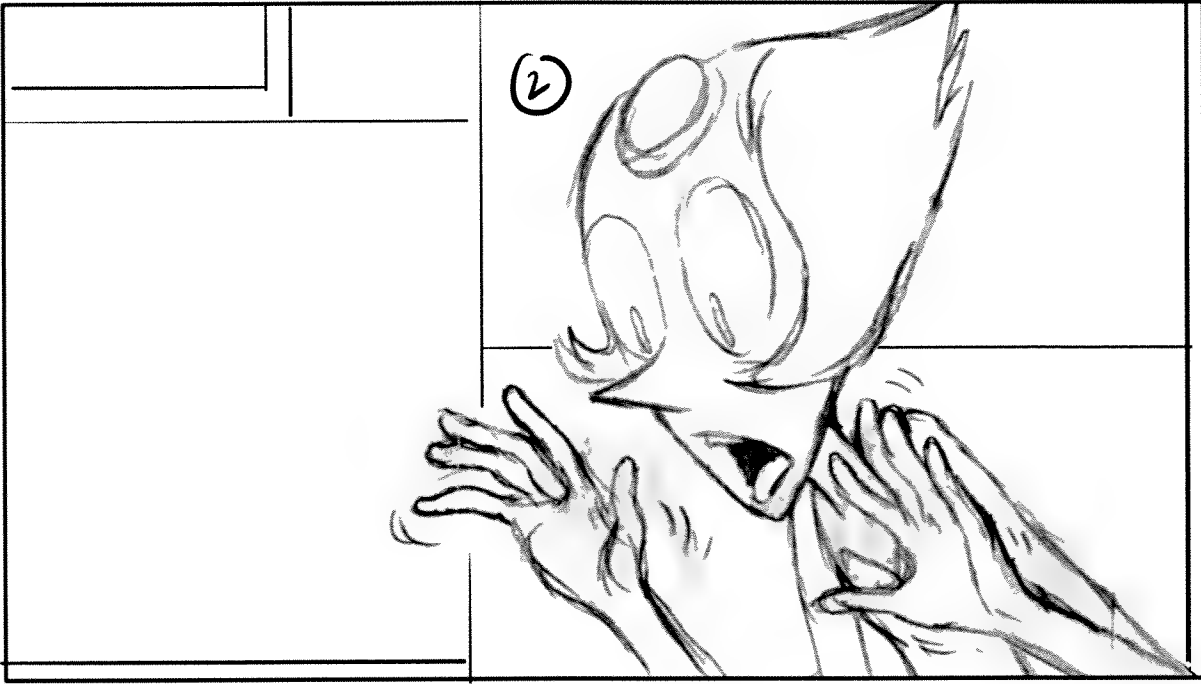
1020 003

Scene 69 CONT Panel 5



Action Notes
Cycle 1 2 1 2 1 2

Scene 70 Panel 1



Dialogue
Pearl noise: (Inhale through teeth)
①
Pearl: Calm down Steven! Breathe
②

APR 10 2013

Action Notes
Hands shaking

409



Scene 71 Panel 1



Dialogue
Pearl: Don't force it!

Action Notes
Steven panicked breathing through nose.

207

Scene 71 CONT Panel 2 -



Dialogue
Amethyst (off-screen): Yeah -

107

APR 10 2013

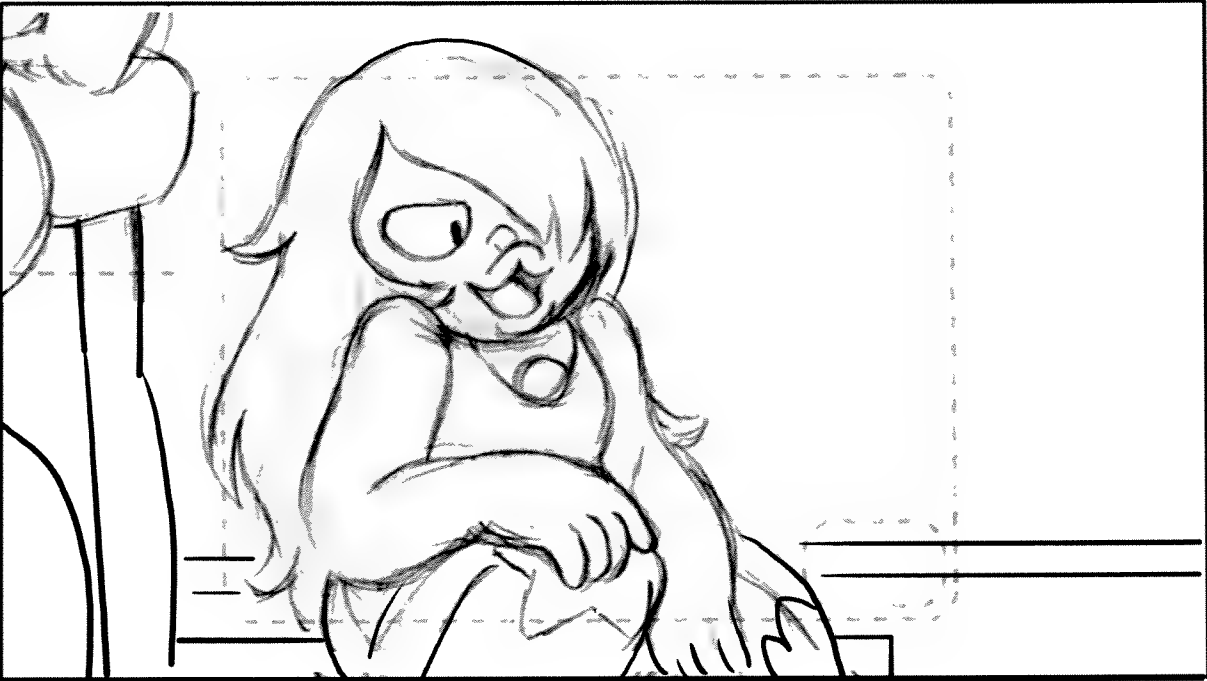
1020 003

1020 003

1020 003

133A NEXT

Scene	72	Panel	1
-------	----	-------	---



Dialogue

Amethyst: - and try not to poop yourself either.

3⁰⁵

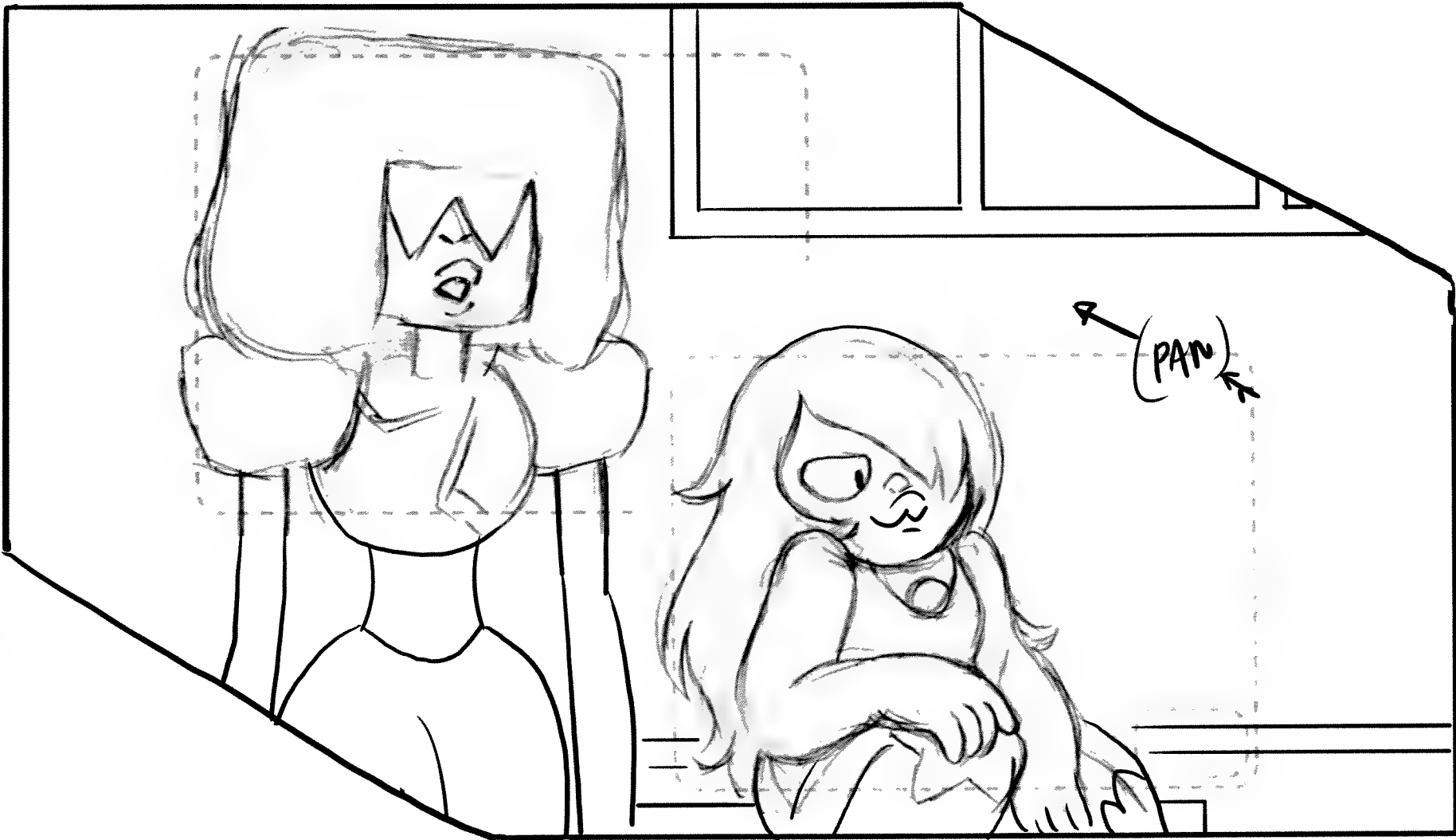
APR 10 2013

1020 003

1020 003

1020 003

133A.
134 NEXT



Dialogue

Garnet: Please don't.

Action Notes

Quick pan up and screen left to Garnet.

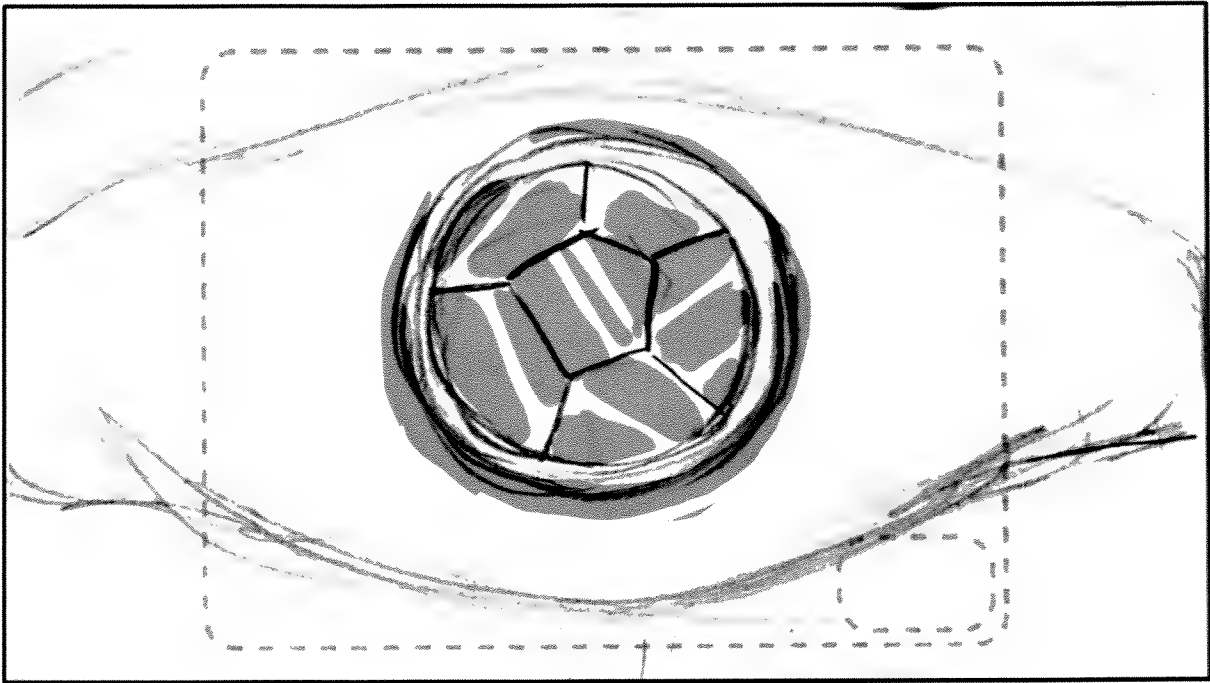
ADJ HOLD
004 12

APR 10 2013

1020 003

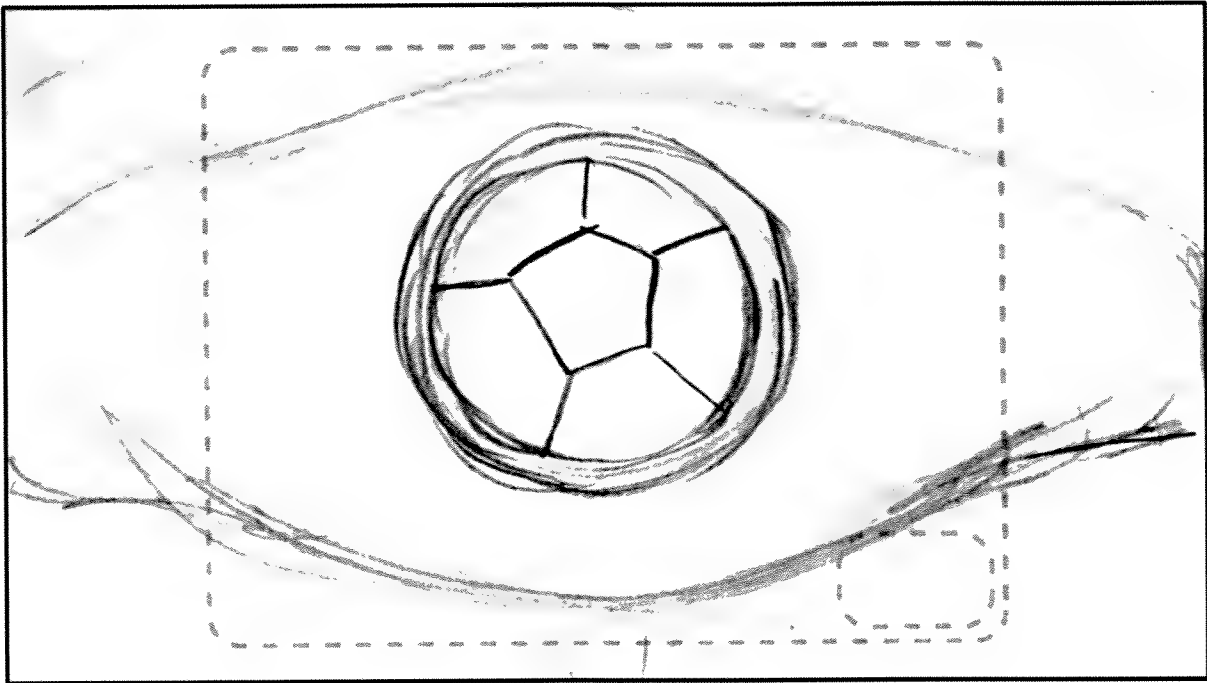
1020 003

Scene	73	Panel	1
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Action Notes
Light starts to fade.
101

Scene	73 CONT	Panel	2
-------	---------	-------	---



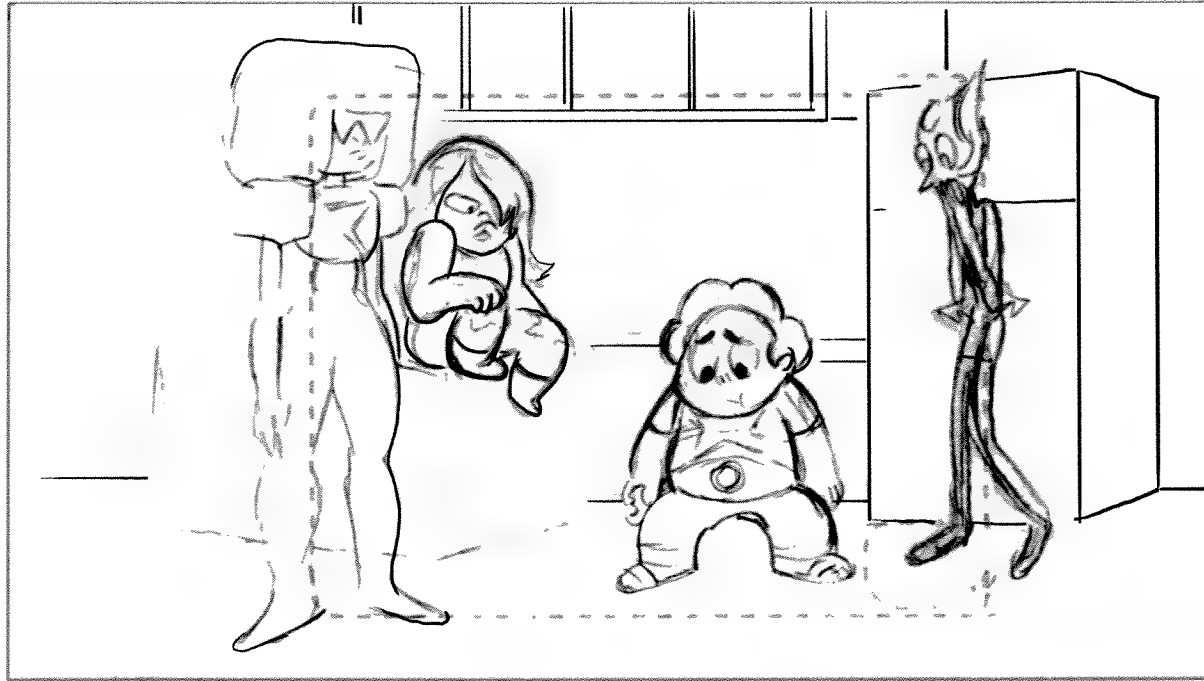
Action Notes
Light from gem fades completely.
108
APR 10 2013

Scene

74

Panel

1



Scene

74 CONT

Panel

2



(BO SIA)

SIA

SIA

1020 003

1020 003

105

006

APR 10 2013

1020 003

Scene 74 CONT Panel 3



Dialogue
ALL: "Sigh"

109

Scene 75 Panel 1



Dialogue
Steven: Awww...

114

APR 10 2013

Scene	Panel
75 cont	2



Dialogue

Steven: I was really close that time!

3⁰⁰

Scene	Panel
75 cont	3



APR 10 2013

0⁰⁶

1020 003

1020 003

1020 003

Scene	75 cont	Panel	4
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Action Notes

Picks wrapper up off-screen.

Places cookie cat in wrapper.

106

Scene	76	Panel	1
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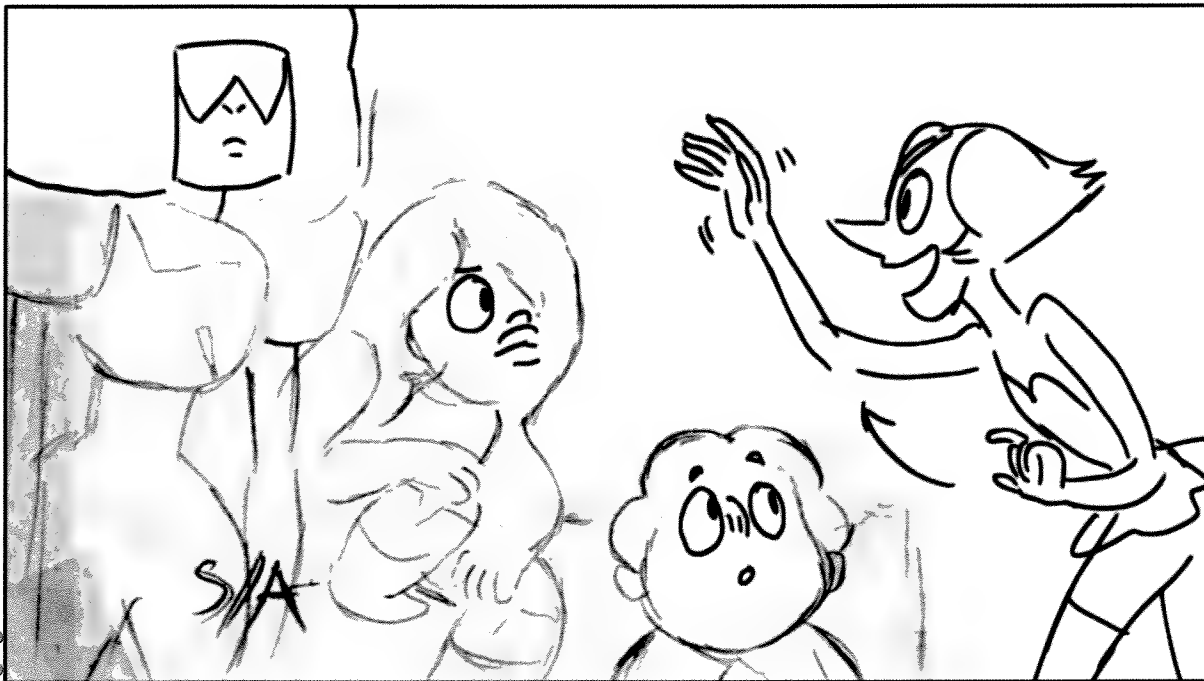
Dialogue

Steven: Well... how do you gems summon your weapons?

313

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Scene	Panel
76 CONT	2

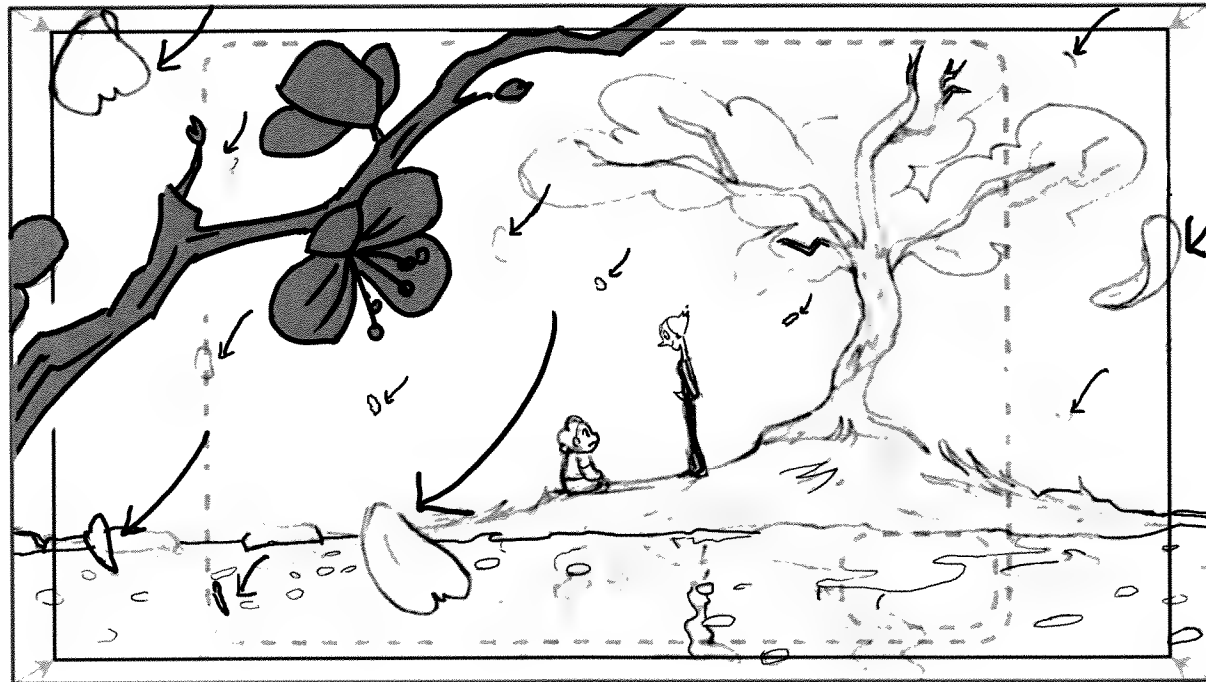


Dialogue

Pearl: Oo, I'll go firrrrst.

3⁰⁰

Scene	Panel
77	1



Action Notes

Petals falling in FG and BG

Camera slowly zooms in.

2¹¹

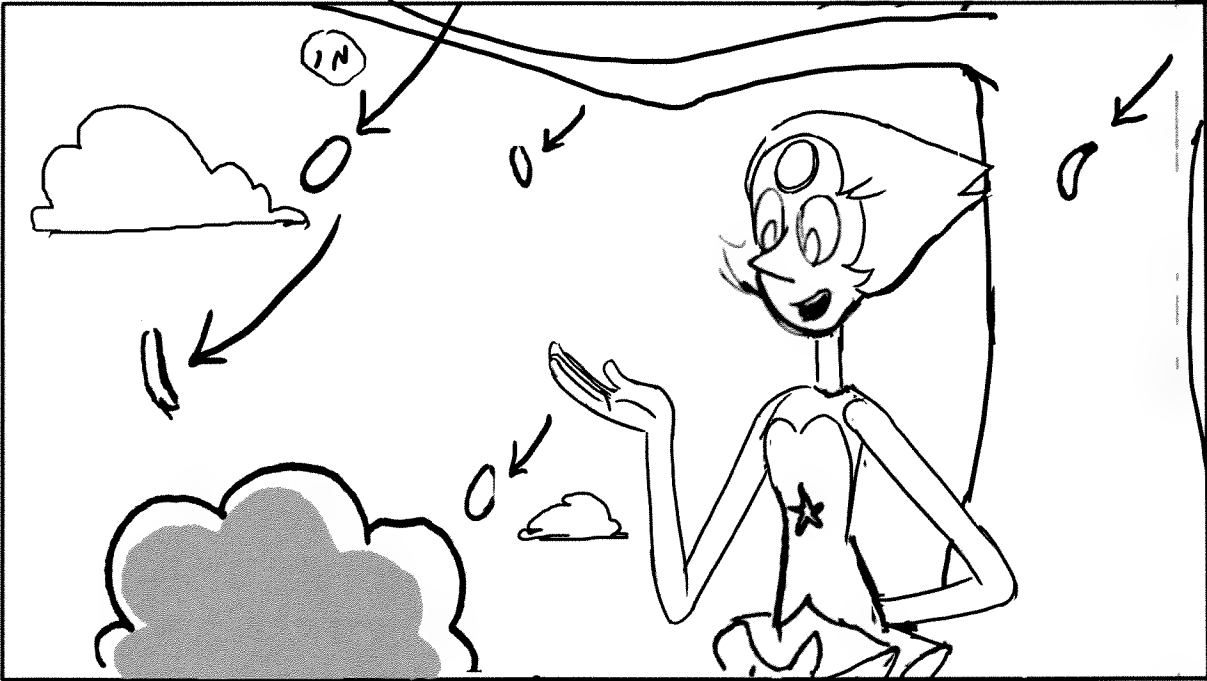
APR 10 2013

1020 003

1020 003

1020 003

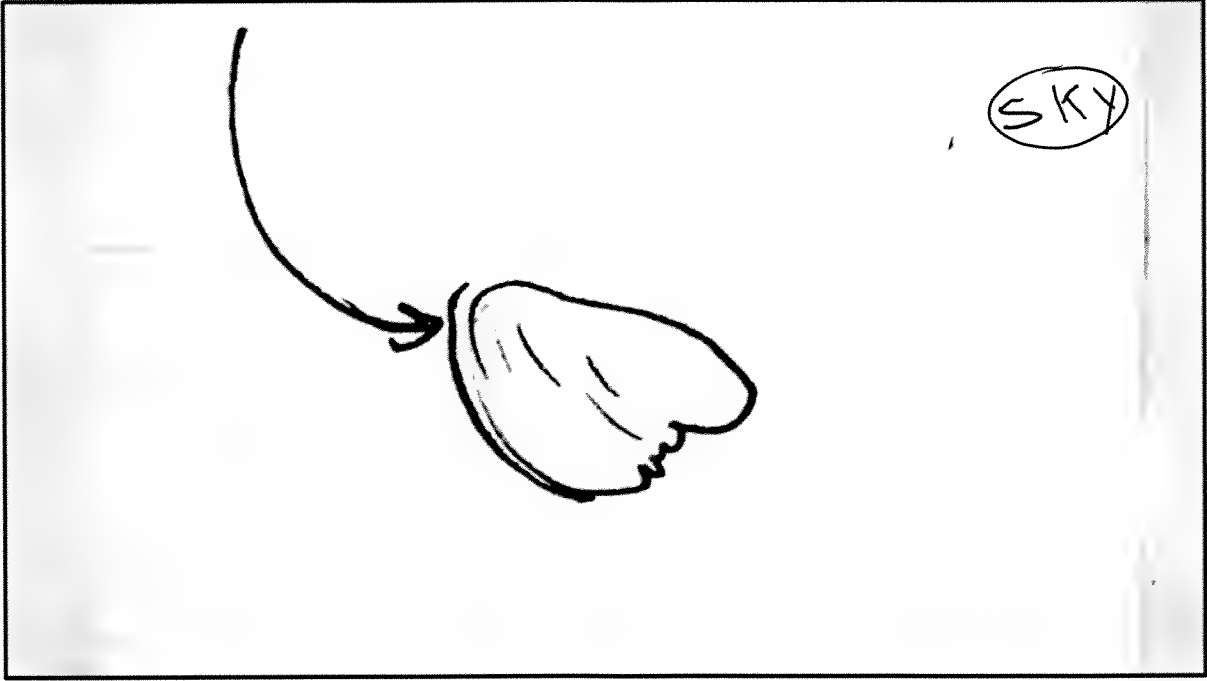
Scene 78 Panel 1



Dialogue
Pearl: Pay attention to these petals Steven.

4⁰²

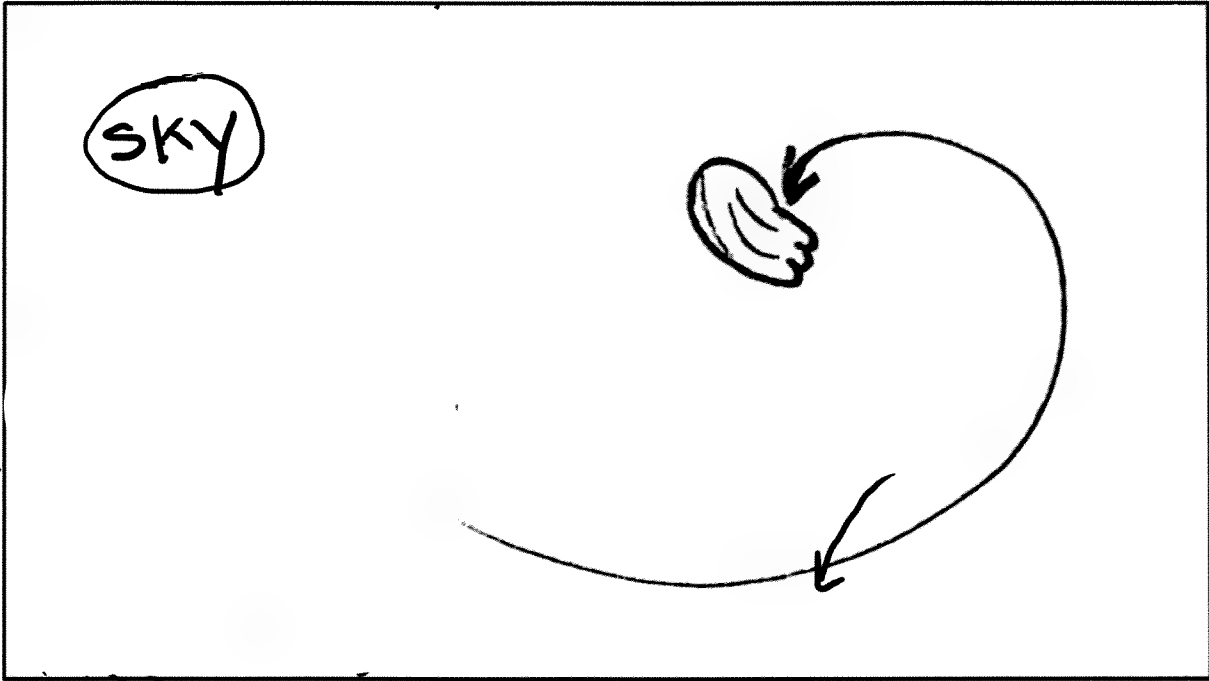
Scene 79 Panel 1



Dialogue
Pearl: The petal's dance seems improvised -

3¹⁰

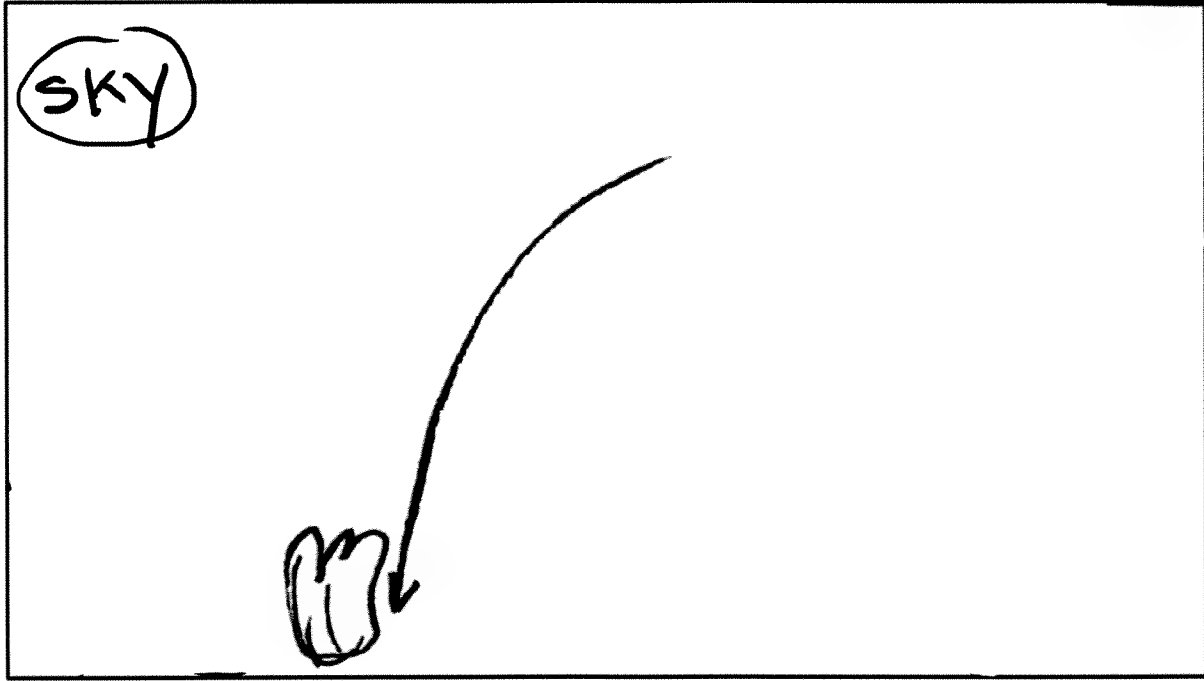
Scene 79 CONT Panel 2



Dialogue
Pearl: - but it is being calculated in real time -

3¹³

Scene 79 CONT Panel 3



Dialogue
Pearl: - based on the physical -

107

Scene

79 CONT

Panel

4

SKY

(ADJ) ←



APR 10 2013

Dialogue

Pearl: - properties of this planet.

2⁰⁸

1020 003

1020 003

1020 003

Scene 80 Panel 1



Dialogue
Pearl: With hard work

PANELS 1+2
801

Scene 80 cont Panel 2



Dialogue
(2A) and dedication

(2B) you can master the magical properties of your gem -



APR 10 2013

Scene 81 Panel 1



Dialogue
Pearl: - and perform your own dance!

412

Scene 82 Panel 1



APR 10 2013

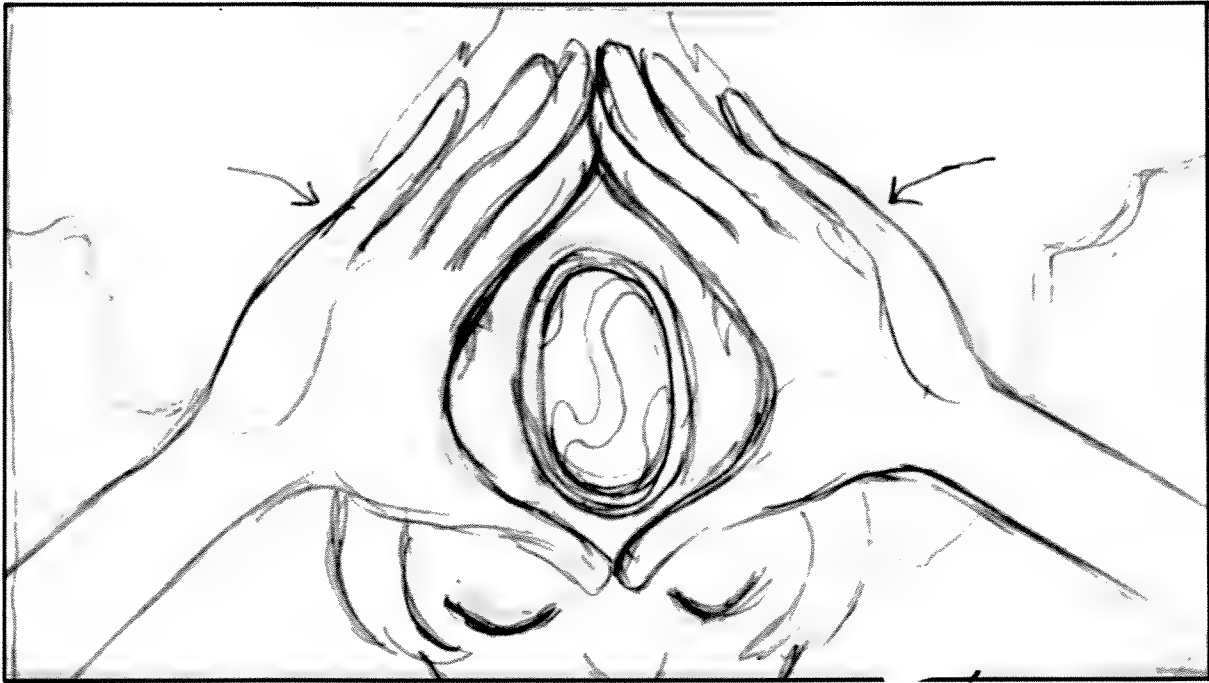
003

1020 003

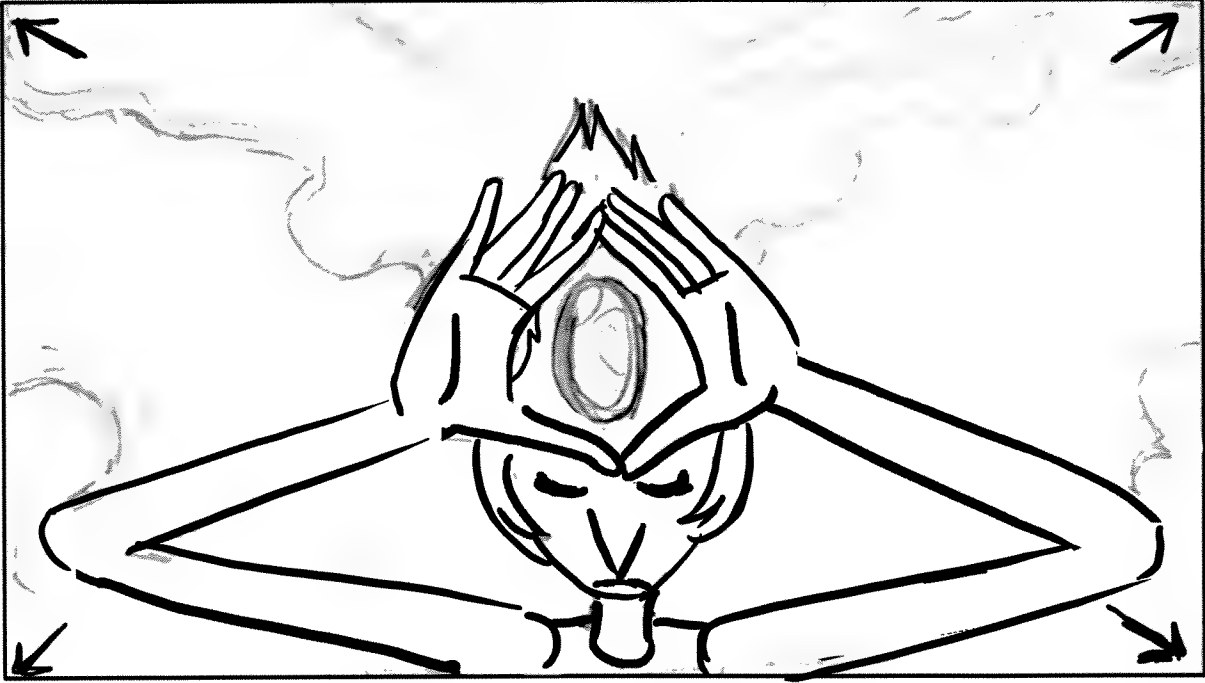
1020 003

1020 003

Scene 82 CONT Panel 2



Scene 82 CONT Panel 3



1020 003

1020 003

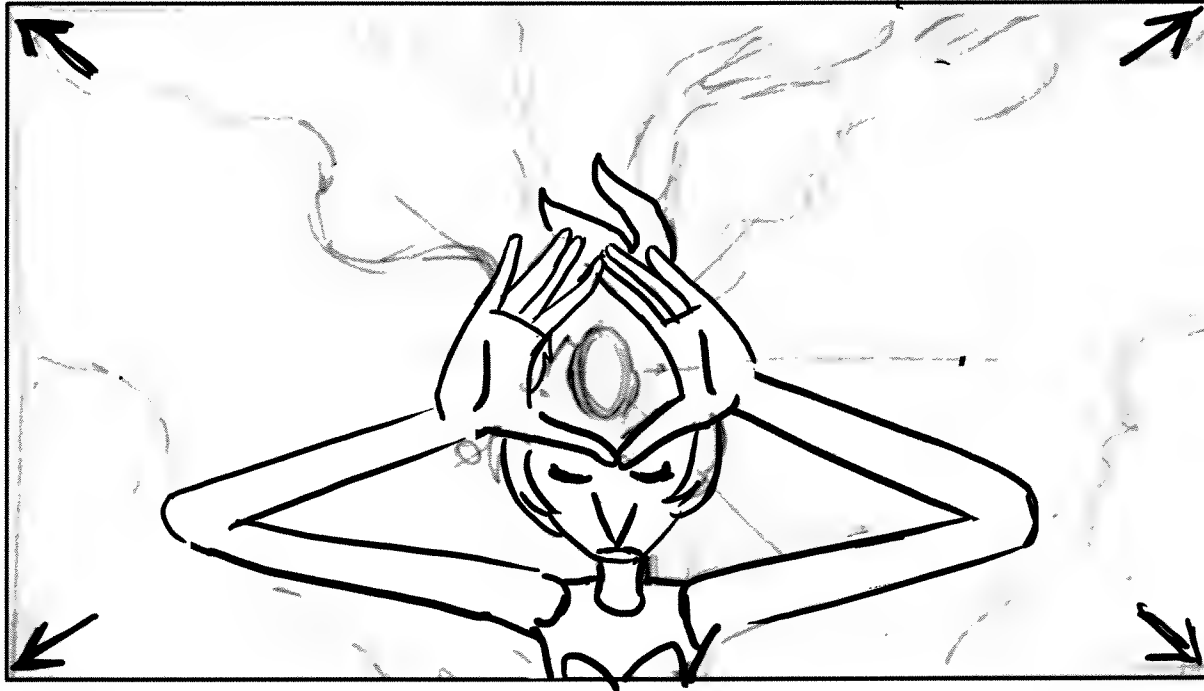
011

008

APR 10 2013

1020 003

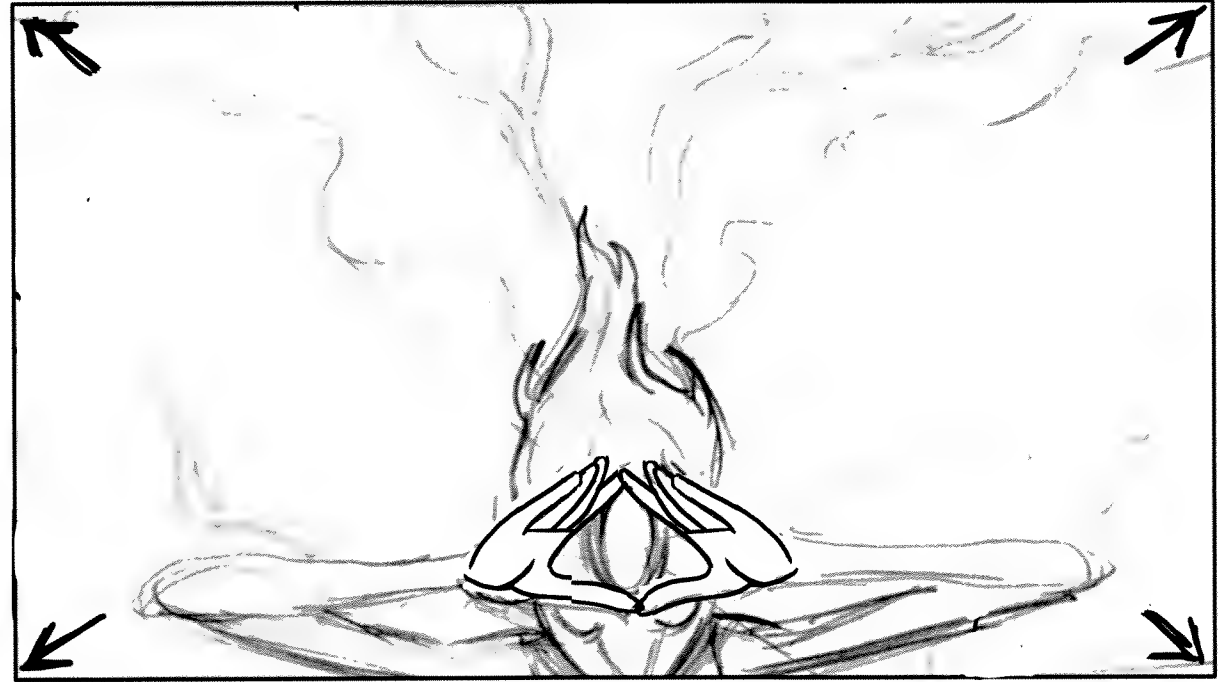
Scene	82 CONT	Panel	4
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Action Notes
< beat >

012

Scene	82 CONT	Panel	5
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APR 10 2013

004

1020 003

1020 003

Scene 82 cont Panel 6



1020 003

06

Scene 82 cont Panel 7



05

147A NEXT

Scene **82 cont** Panel **8**

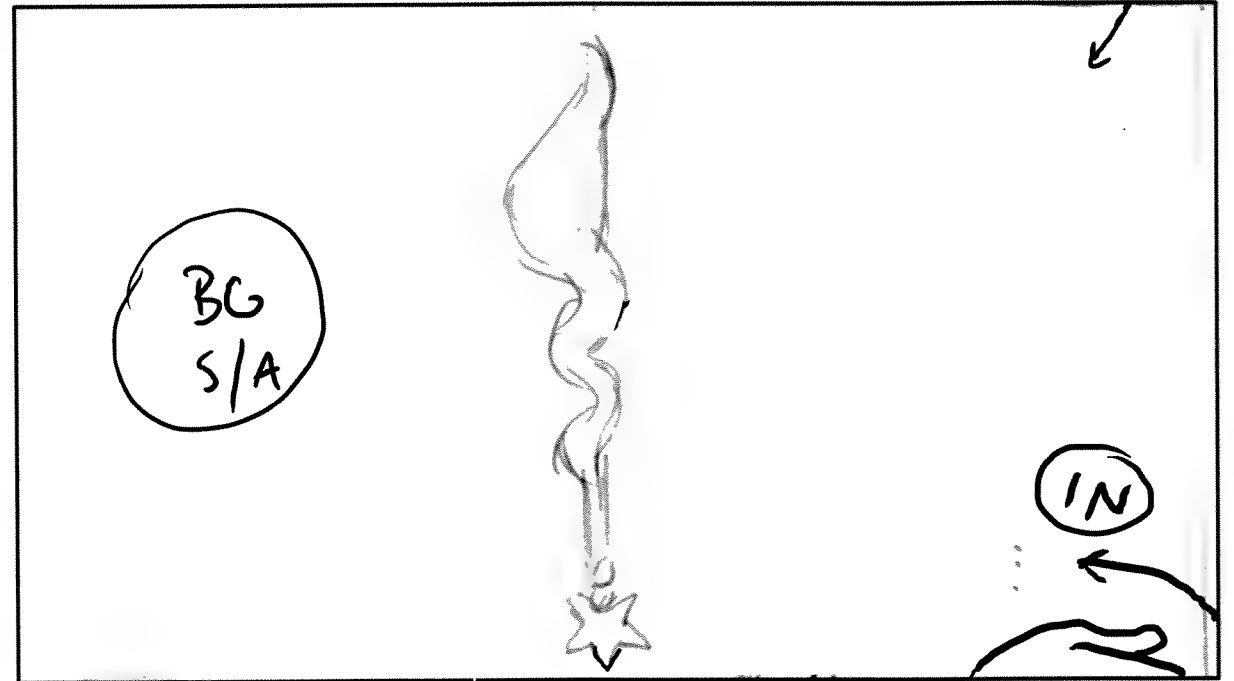


Action Notes

< beat >

100

Scene **82 cont** Panel **9**



PANELS 9+9A

003

APR 10 2013

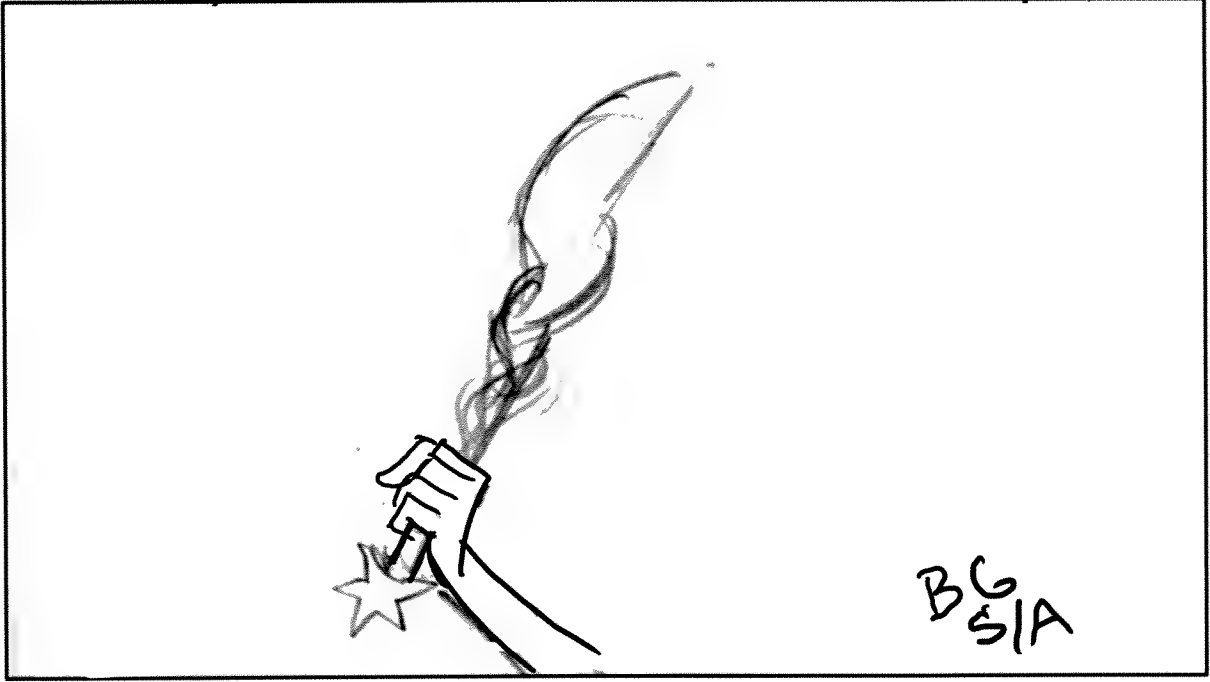
1020 003

Scene 82 CONT	Panel 9A
------------------	-------------



Action Notes
< beat >

Scene 82 CONT	Panel 9B
------------------	-------------



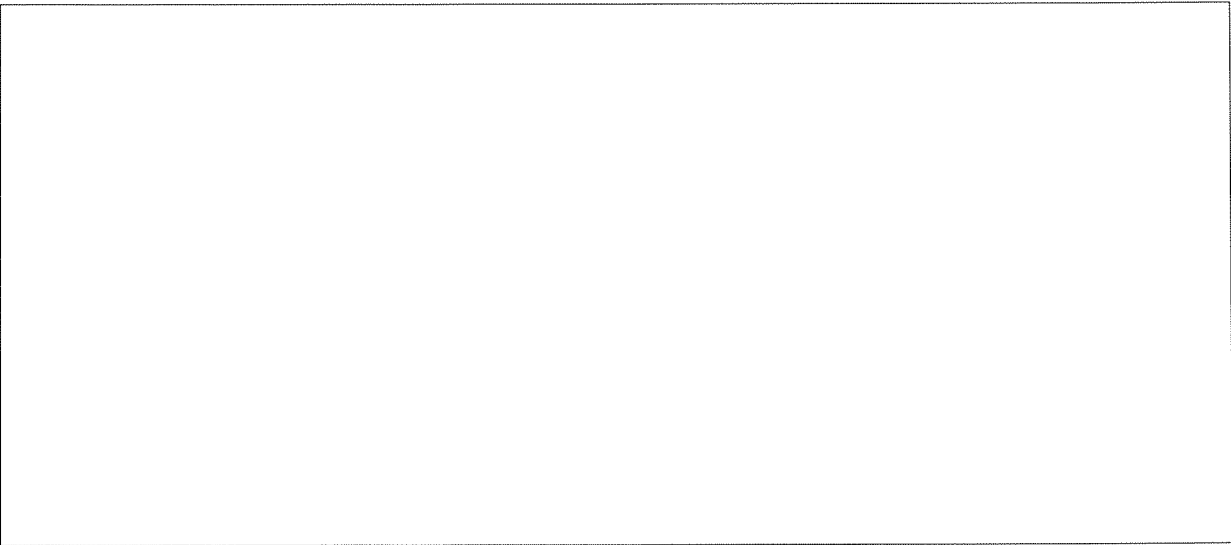
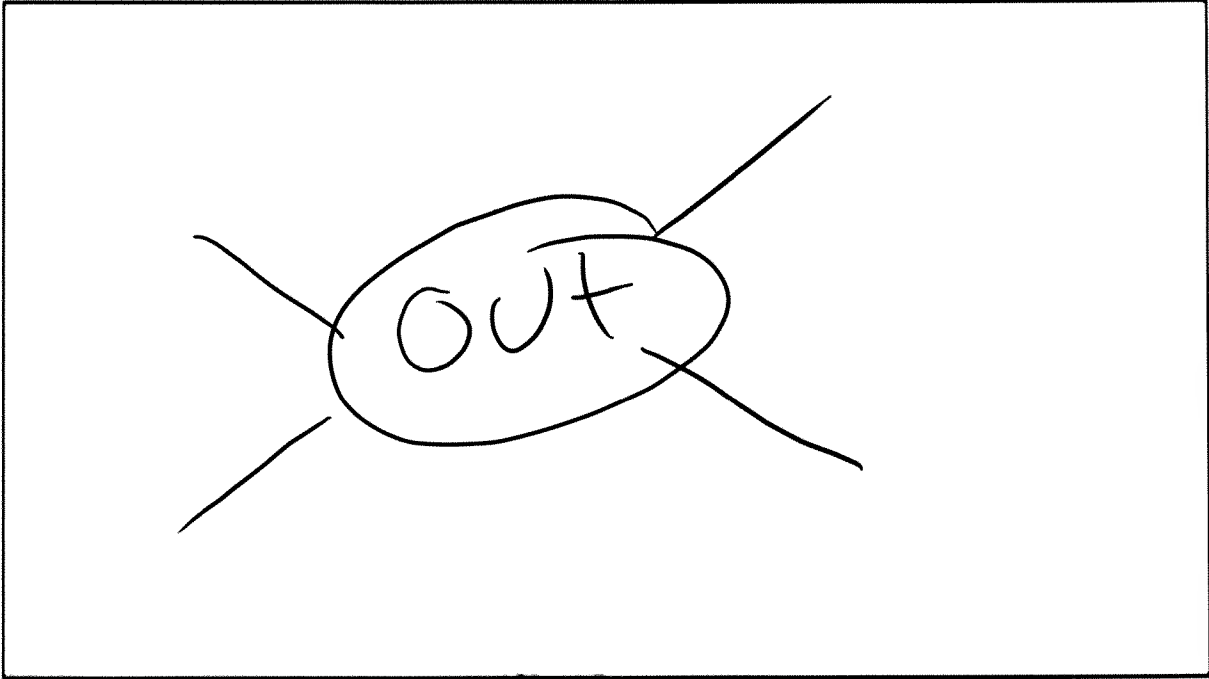
APR 10 2013

003

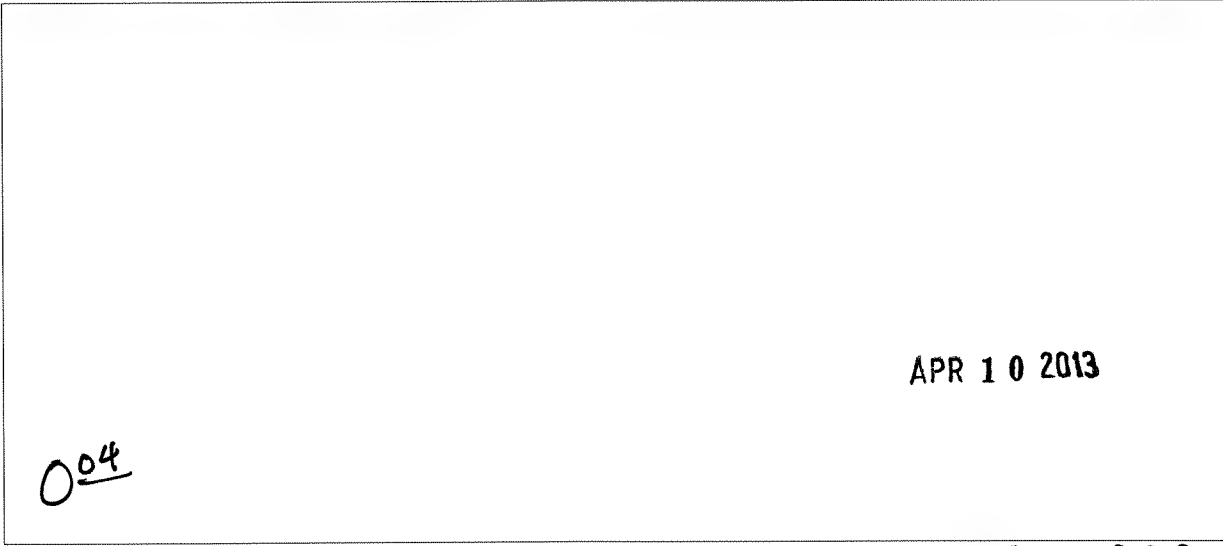
1020 003

1020 003

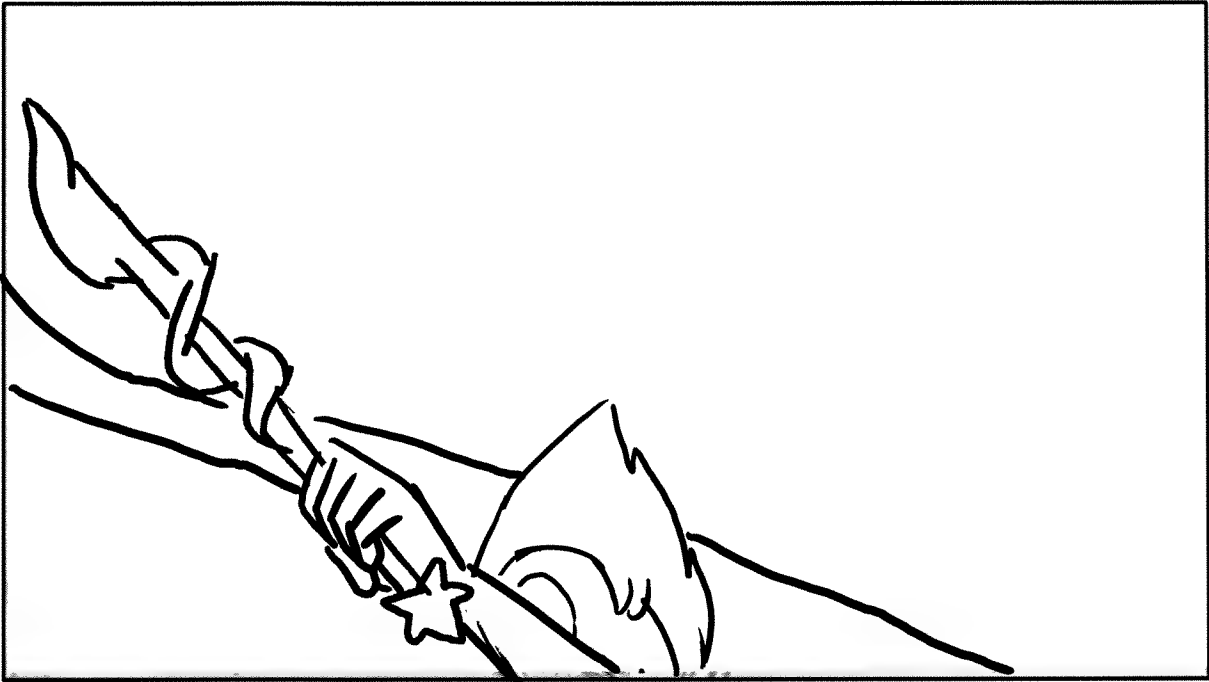
Scene *82cont* Panel *10*



Scene *82cont* Panel *11*

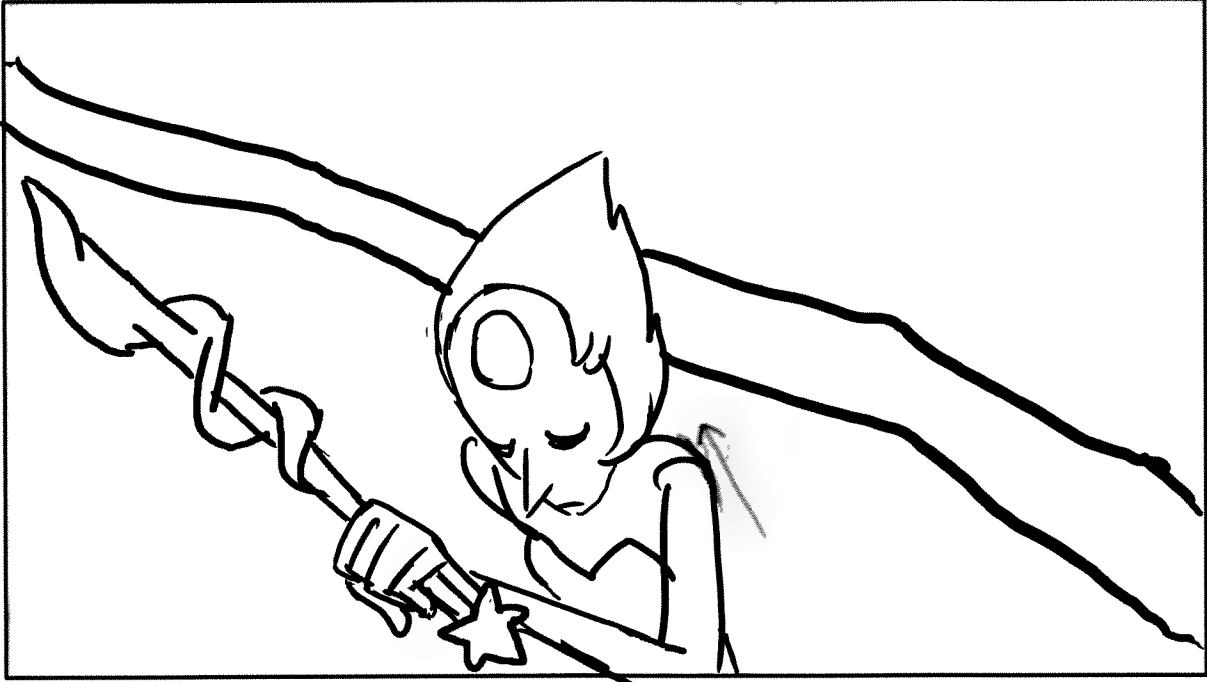


Scene	82 cont	Panel	12
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03

Scene	82 cont	Panel	13
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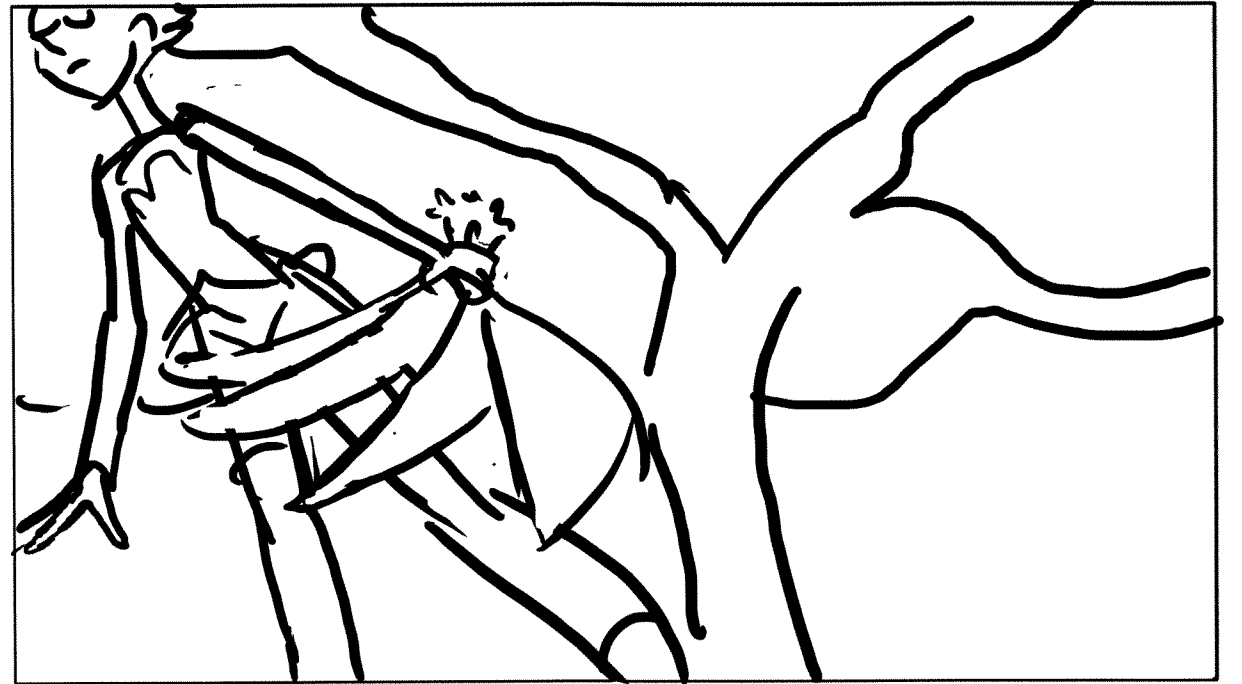
APR 10 2013

03

Scene	82 CONT	Panel	14
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Scene	82 CONT	Panel	15
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Action Notes
Animation smear frame

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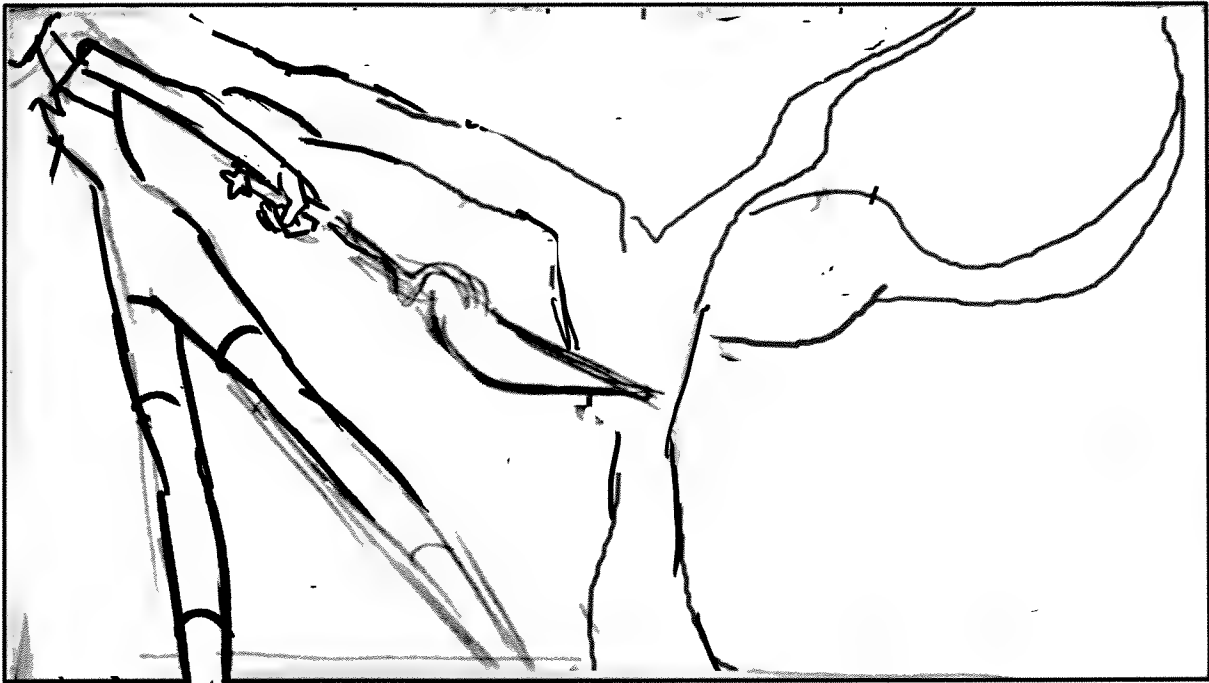
002

001

1020 003

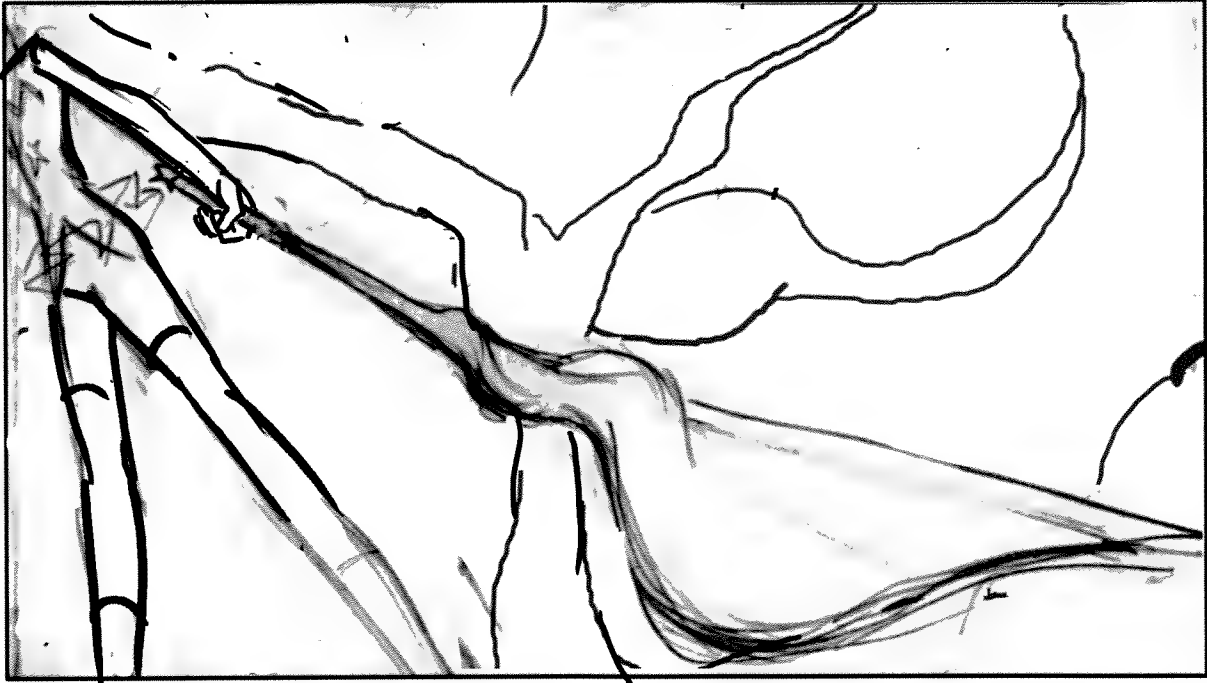
1020 003

Scene 82 cont Panel 16



002

Scene 82 cont Panel 17



Action Notes
< beat >

APR 10 2013

015

1020 003

1020 003

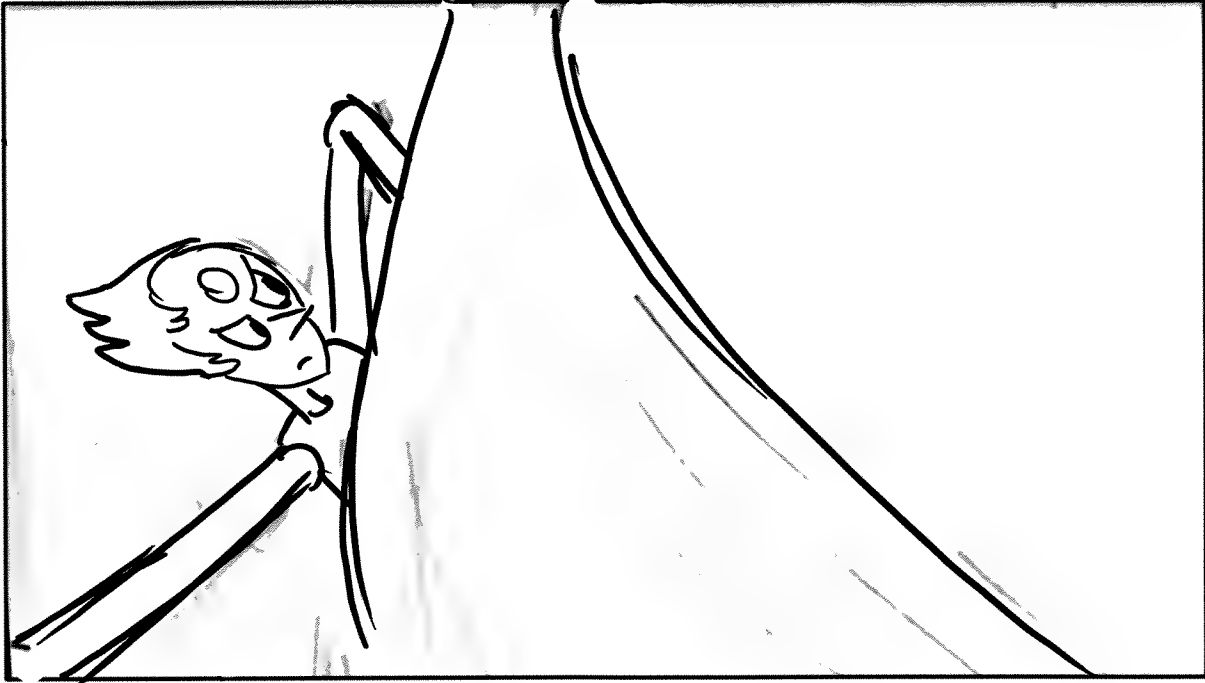
1020 003

Scene 82 cont Panel 18



004

Scene 82 cont Panel 19



003

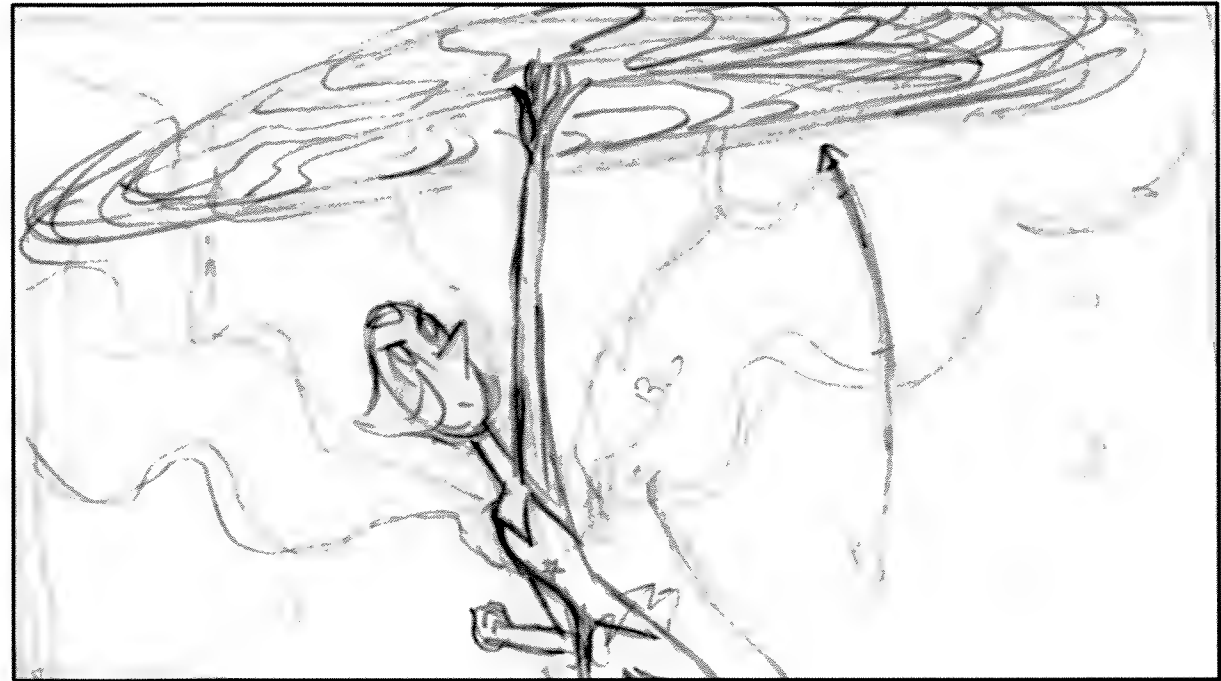
APR 10 2013

1020 003

1020 003

1020 003

Scene	82 cont	Panel	20
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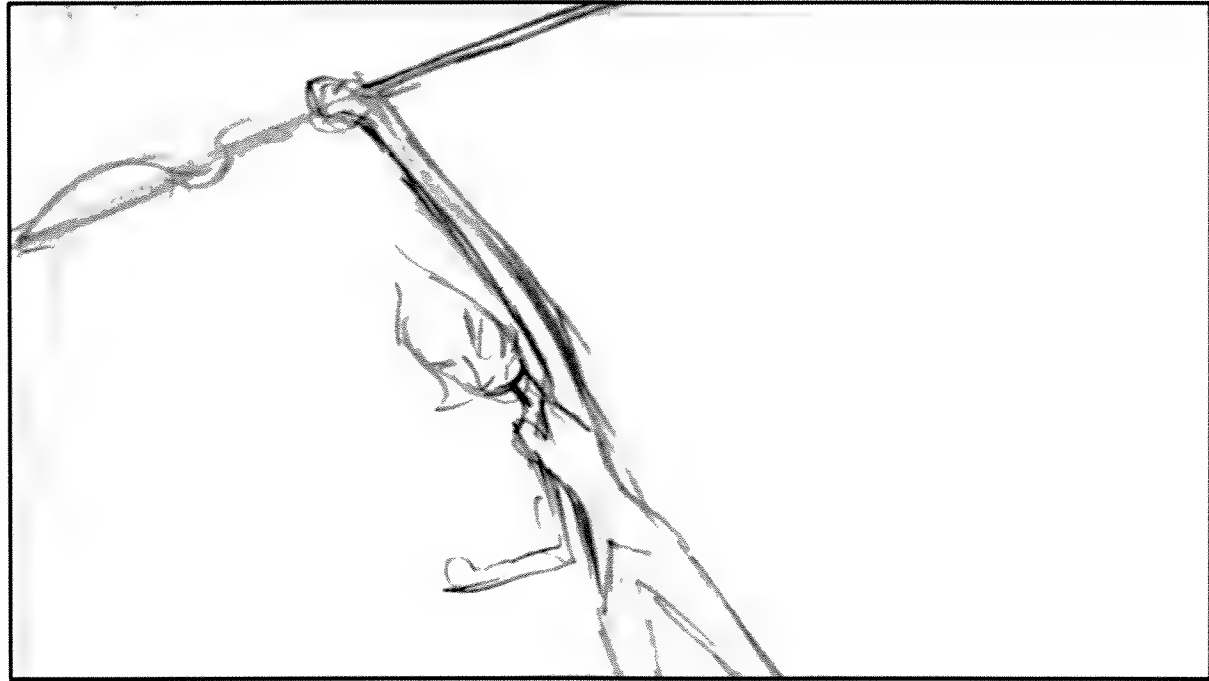


Action Notes

< beat >

012

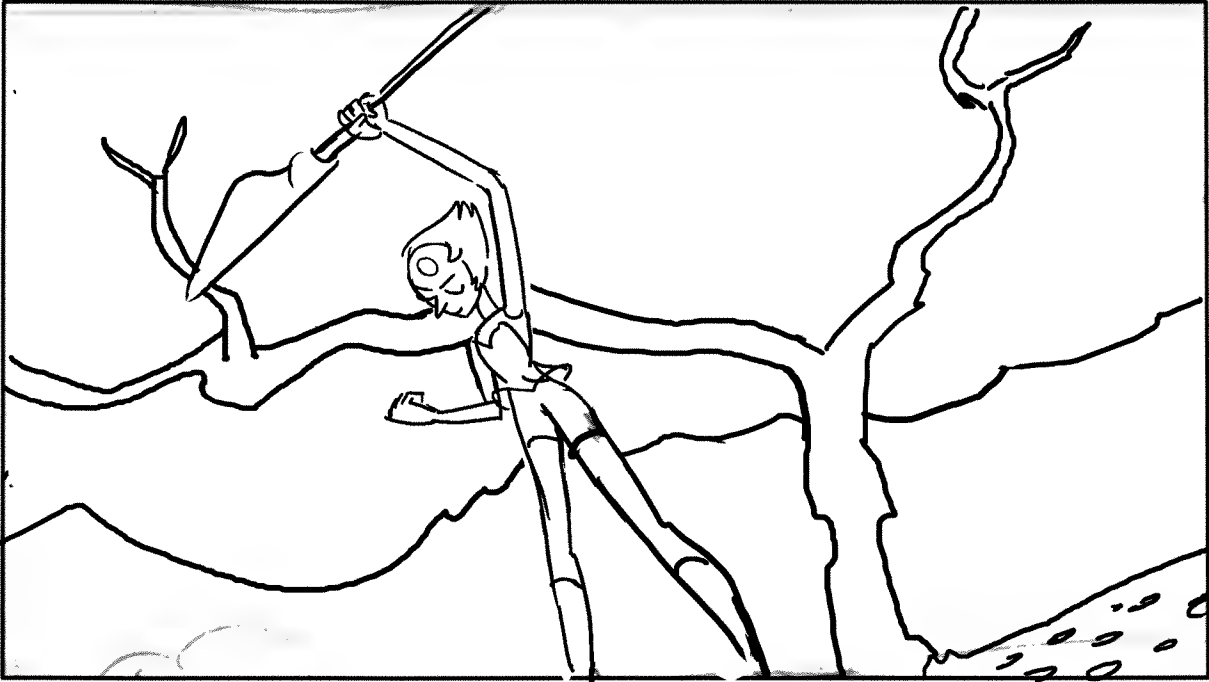
Scene	82 cont	Panel	21
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APR 10 2013

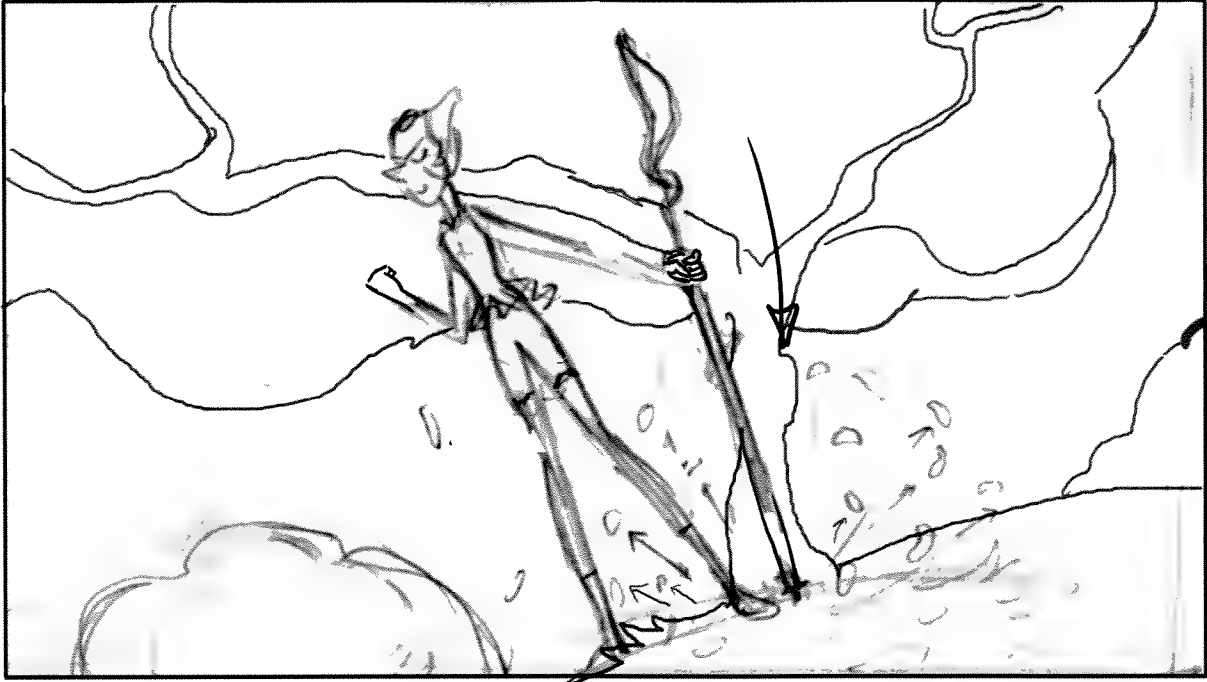
003

Scene	82 cont	Panel	22
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005

Scene	82 cont	Panel	23
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spear hits ground, petals scatter.

013

APR 10 2013

Scene 82 cont Panel 24



1020 003

Scene 83 Panel 1



1020 003

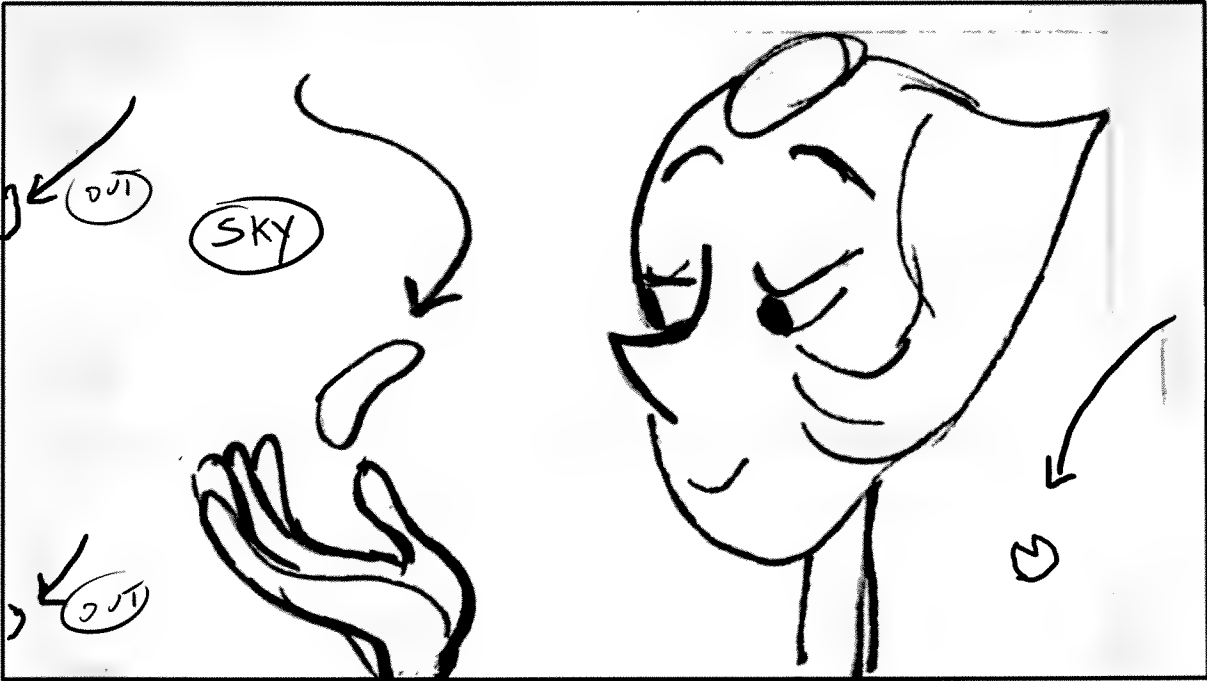
APR 10 2013

14

104

1020 003

Scene 83 CONT Panel 2



Scene 83 CONT Panel 3



Dialogue
Pearl: Like so!

Action Notes
Catches petal

2⁰⁰

APR 10 2013

012

Scene 84 Panel 1



Scene 84 cont Panel 2



1020 003

1020 003

APR 10 2013

1020 003

110

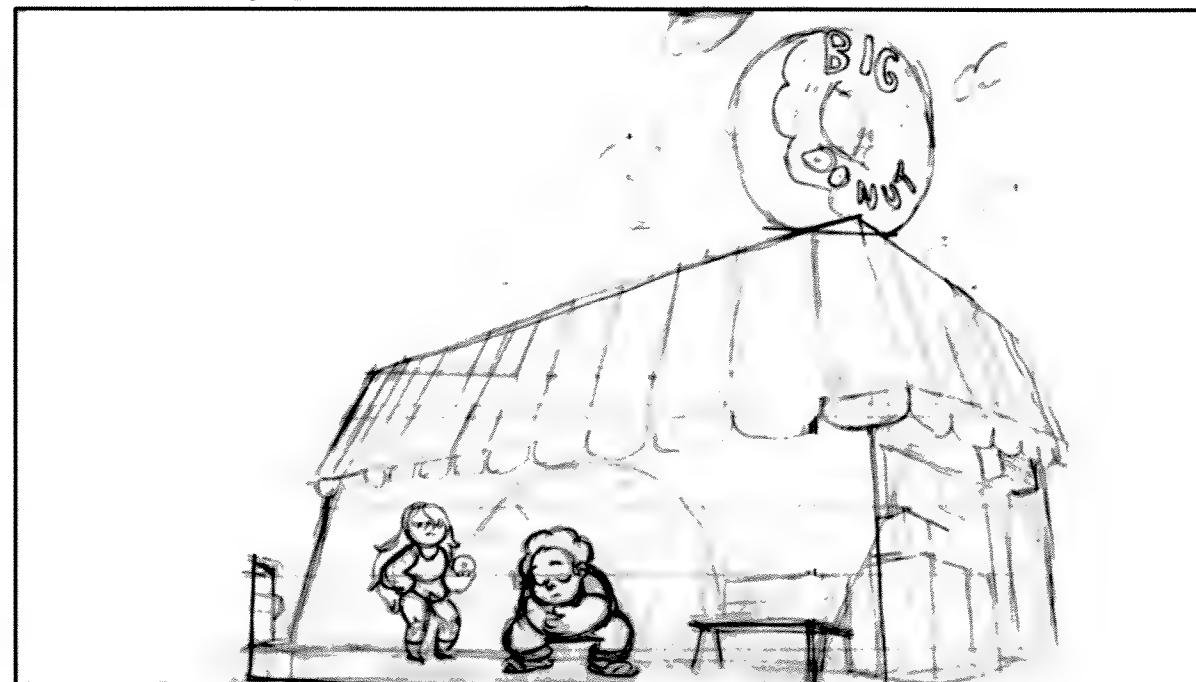
008

158A NEXT

Scene	84 CONT	Panel	3
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Scene	85	Panel	1
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1020 003

1020 003

113

204

APR 10 2013

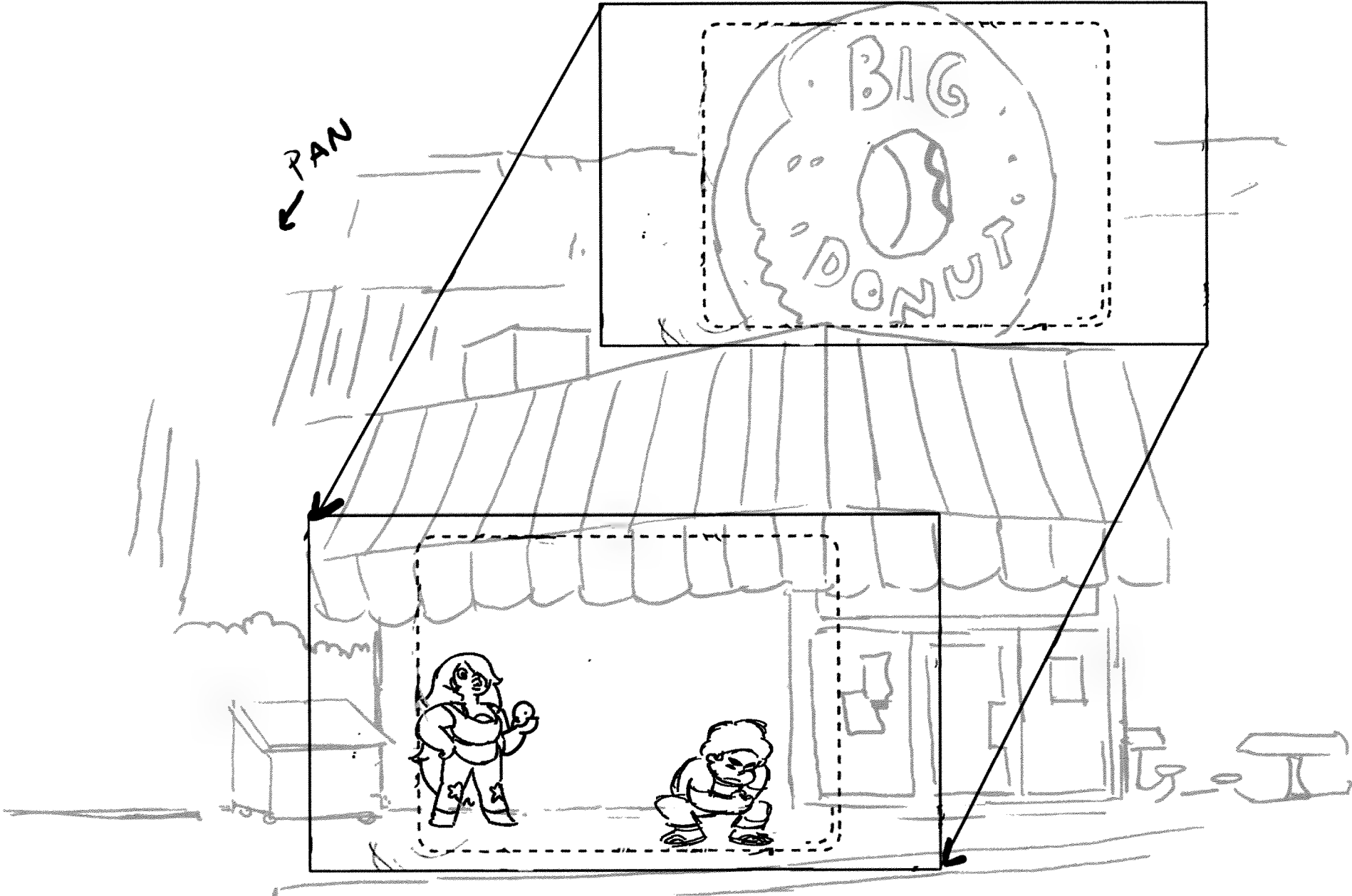
1020 003

Scene	85	Panel	1
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1020 003

1020 003

← PAN



2⁰⁴

APR 10 2013

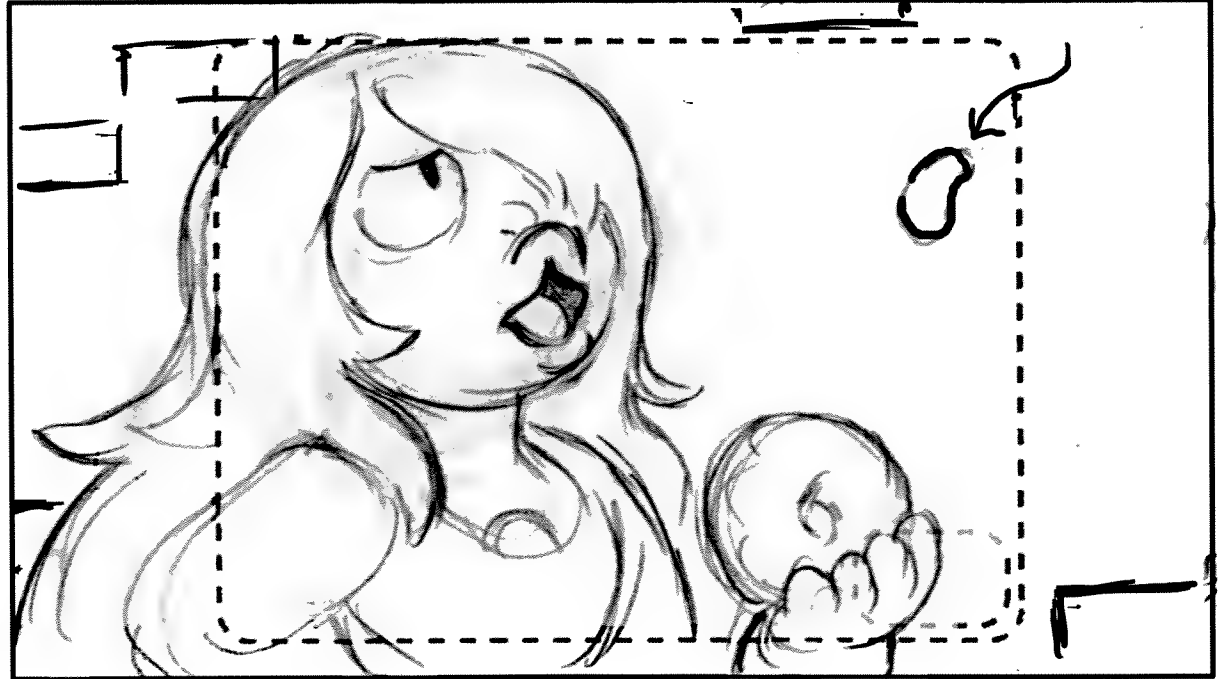
1020 003

Scene	85 cont	Panel	2
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Dialogue
Steven: Whhhaaa!

Scene	86	Panel	1
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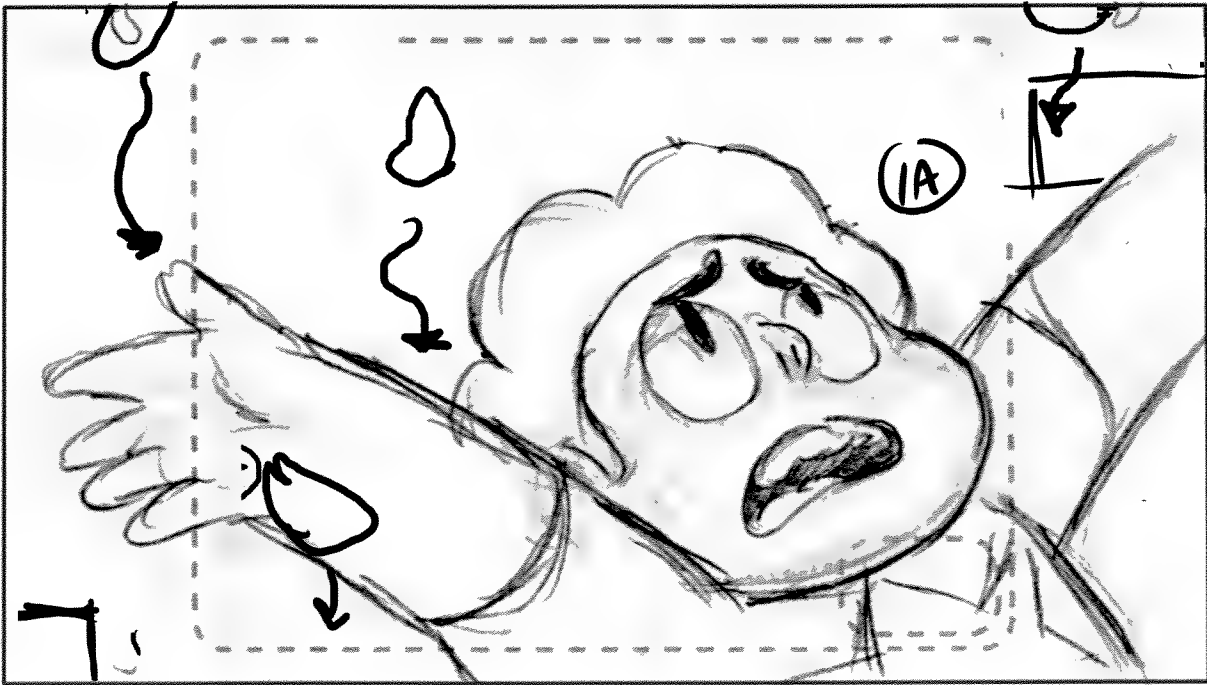


Dialogue
Amethyst: Did Pearl tell you the petal thing?


APR 10 2013

1020 003

Scene 87 Panel 1



Dialogue
Steven: (1A) Yeah, I need to practice really hard
(1B) so I can dance like a tree,



5¹⁴

Scene 87 CONT Panel 2

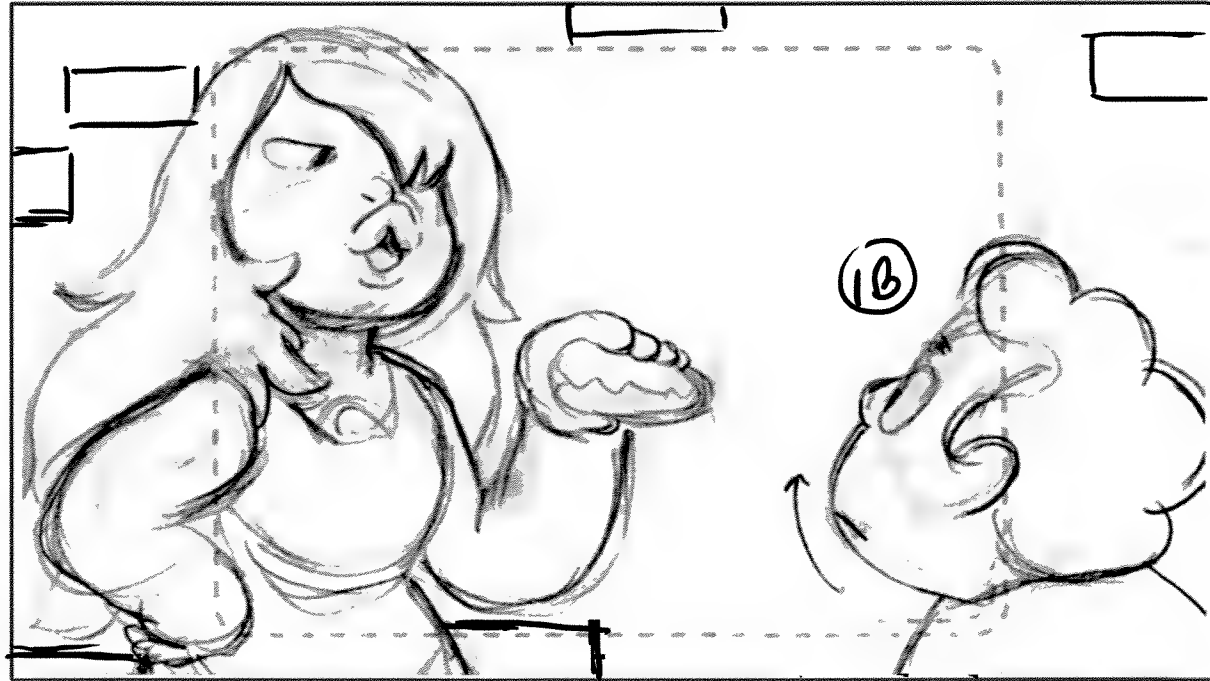


Dialogue
Steven: .I think.

2⁰²

APR 10 2011

Scene **88** Panel **1**



Dialogue

Amethyst: Listen Steven, all that practice stuff



0¹⁵

Scene **88 CONT** Panel **2**



Dialogue

Amethyst: is no fun.

4⁰⁸

APR 10 2013

1020 003

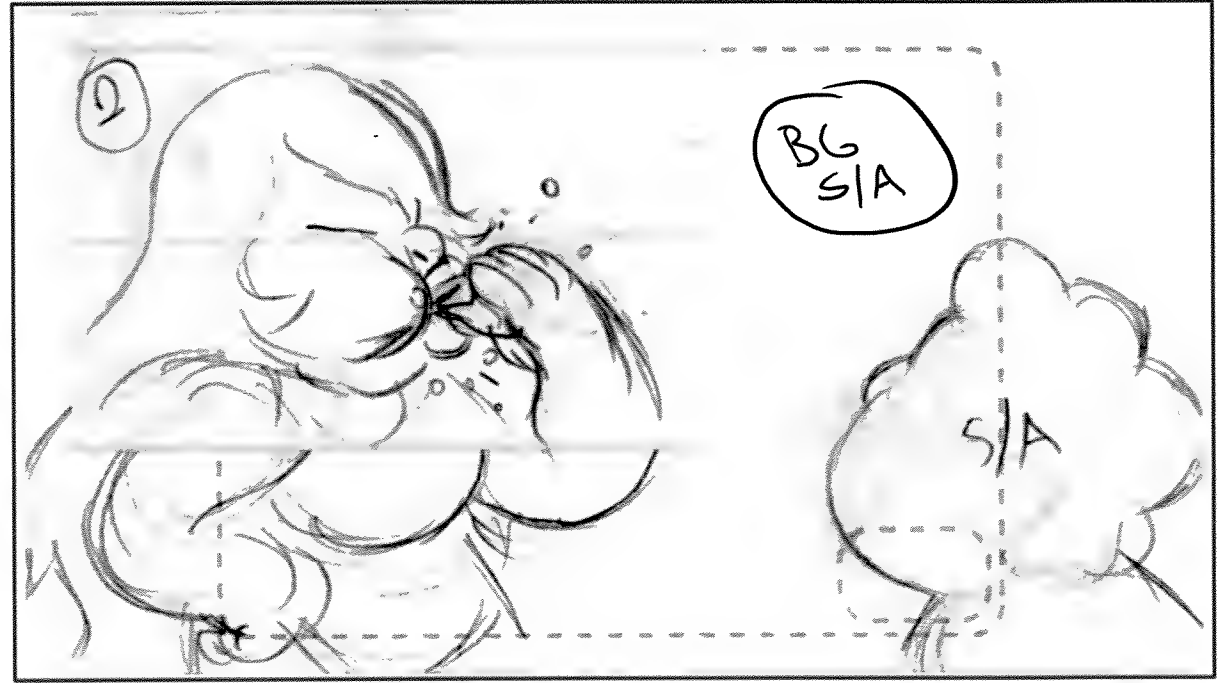
1020 003

Scene 88-CONT Panel 3



04

Scene 88 CONT Panel 4



113

APR 10 2013

Scene 88 CONT Panel 5



Dialogue
Amethyst: Whenever I need to summon my weapon, it just happens.
Phs 5+6
6⁰²

Action Notes
Crumbs fall out of Amethyst's mouth.

Scene 88 CONT Panel 6



Action Notes
Chewing

APR 10 2013

Scene	90	Panel	1
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HOLD ADJ
012 106

APR 10 2013

Action Notes
Pan down to show Amethyst gem and donut in her hand.

Scene 90 cont Panel 2



105

Scene 90 cont Panel 3



Action Notes

APR 10 2013

010

Scene	90 CONT	Panel	4
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Scene	90 CONT	Panel	5
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1020 003

1020 003

006

006

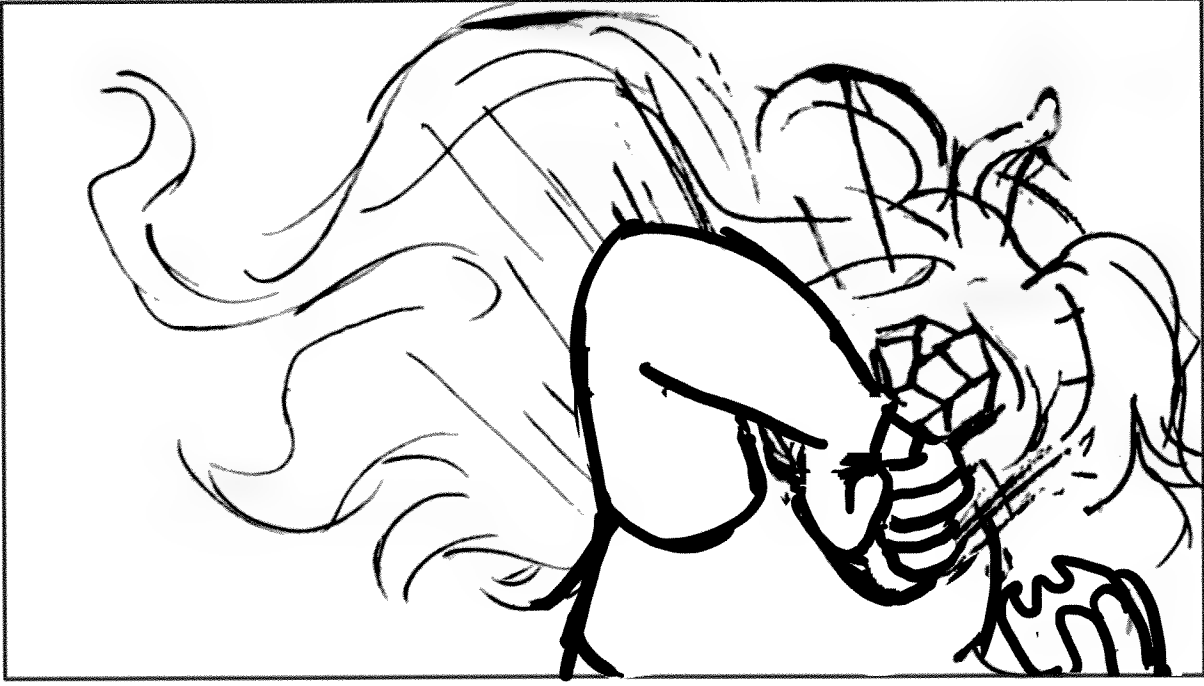
APR 10 2013

1020 003

Scene 90 cont Panel 6



Scene 90 cont Panel 7



010

102

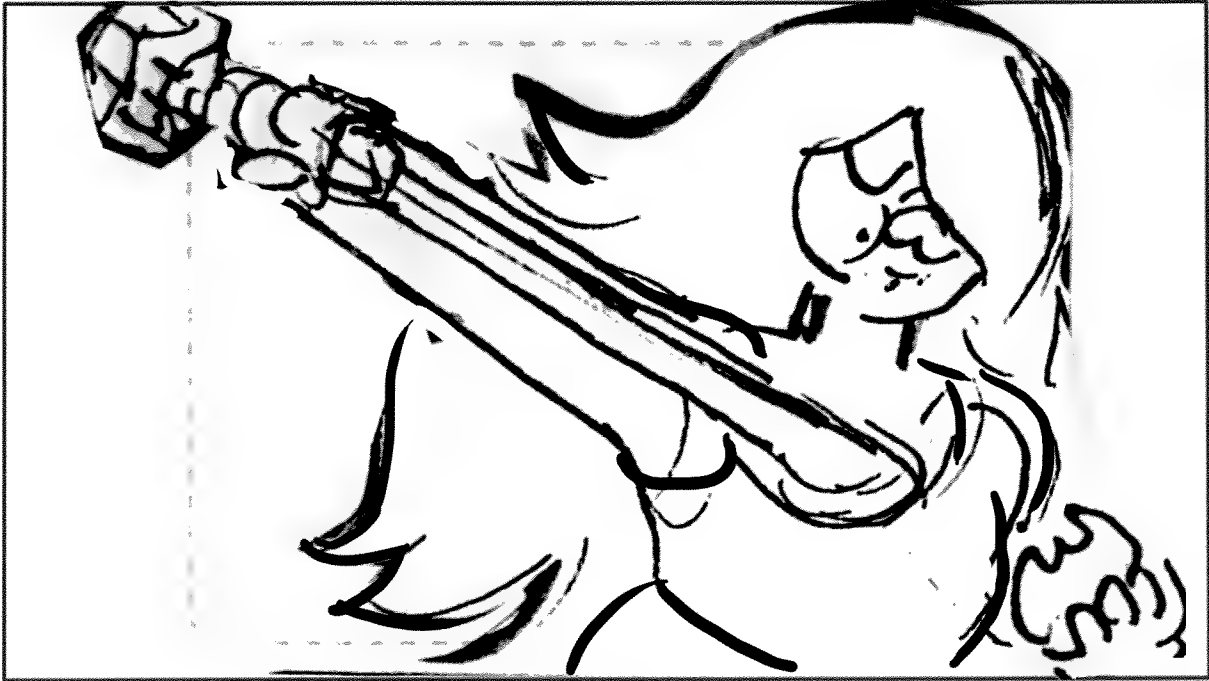
APR 10 2013

1020 003

1020 003

1020 003

Scene 90cont Panel 8



006

Scene 90cont Panel 9



014

APR 10 2013

Scene	90 CONT	Panel	10
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0⁰⁴

Scene	90 CONT	Panel	11
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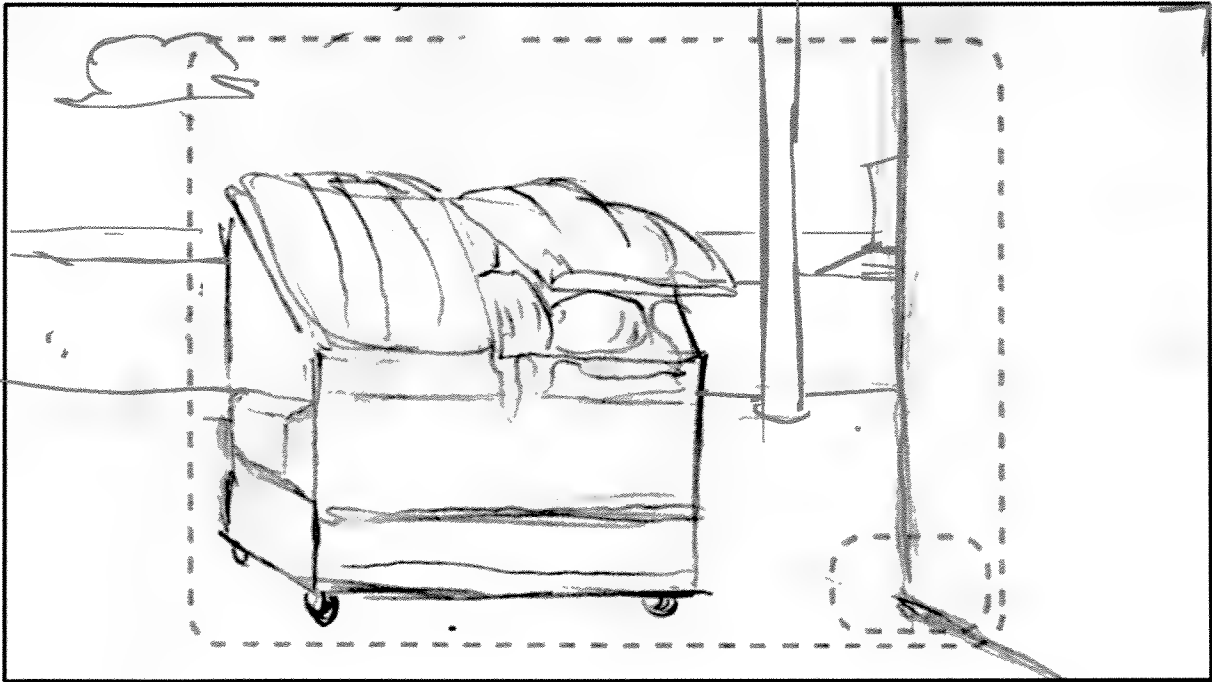
APR 10 2013

0¹²

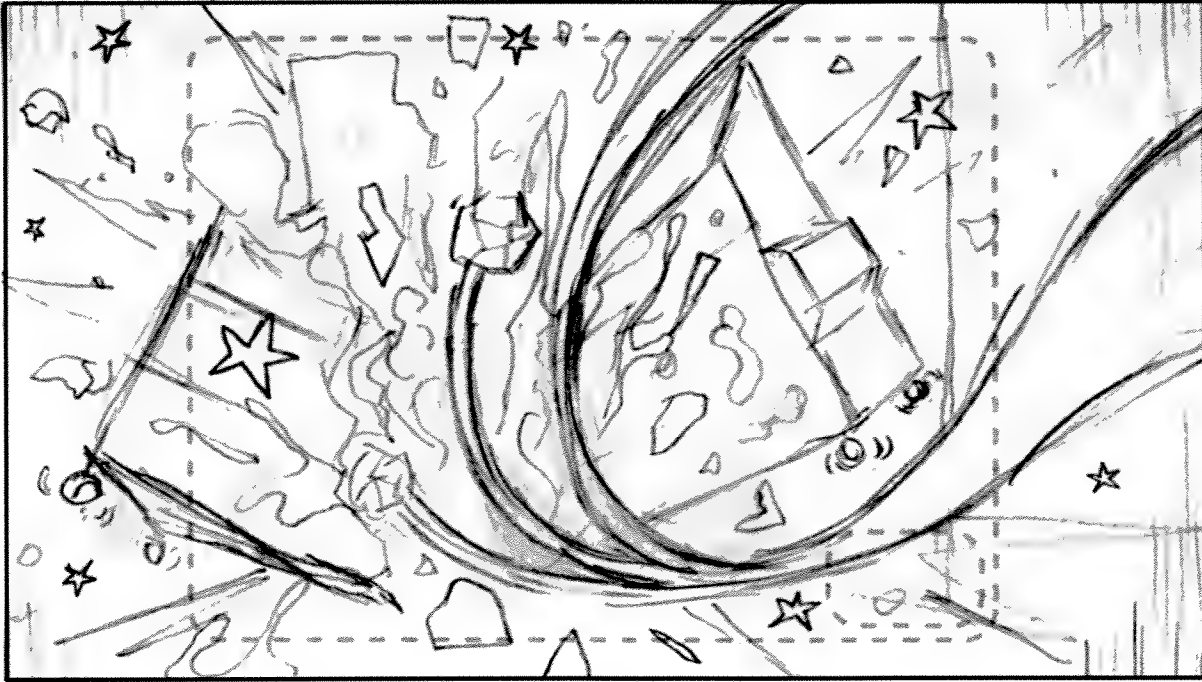
1020 003

1020 003

Scene 91 Panel 1



Scene 91 CONT Panel 2



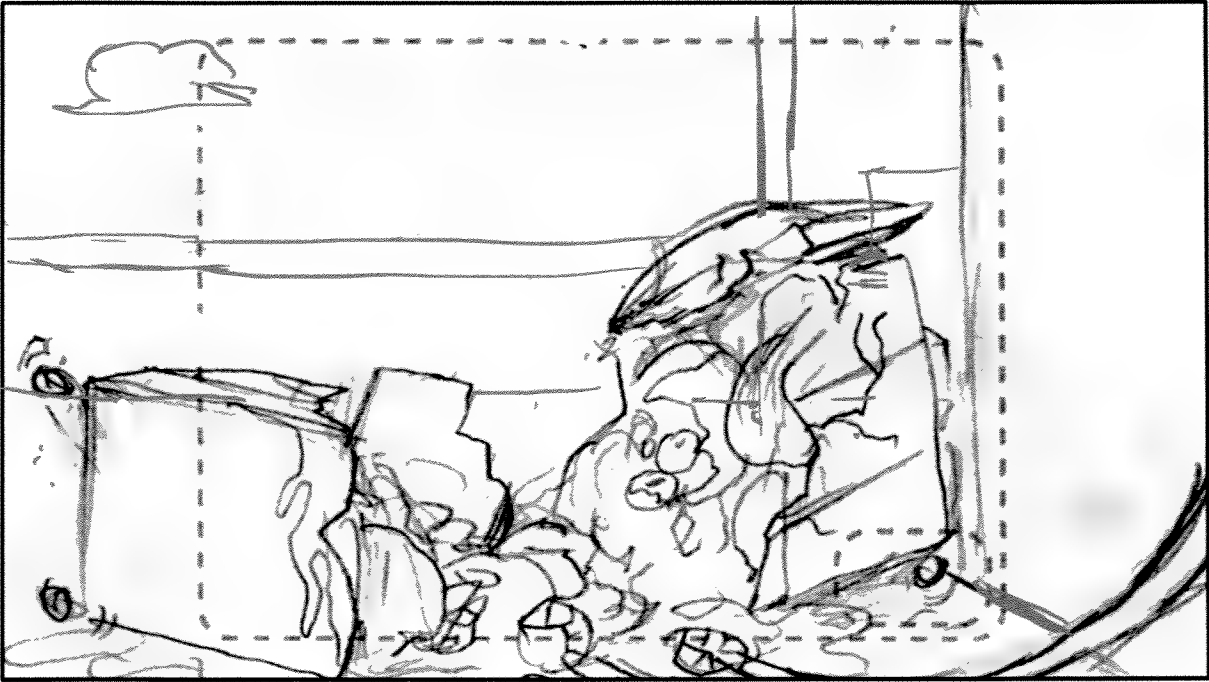
Action Notes
Camera Shake

APR 10 2013

010

008

Scene 9/CONT Panel 3



Scene 92 Panel 1



Re 1+2
3 14

APR 10 2013

1020 003

1020 003

Scene 92 CONT Panel 2



Dialogue
Amethyst: See? I just really needed to do that. Didn't **TRY** at all.

Scene 93 Panel 1



004

APR 10 2013

1020 003

1020 003

Scene	93 CONT	Panel	2
-------	---------	-------	---



Dialogue

Lars (offscreen): Hnnghn??

104

APR 10 2013

Scene

94

Panel

1



Action Notes

Camera quick pan screen right to left.

Lars walks in from behind Big Donut

ADJ HOLD
003 014

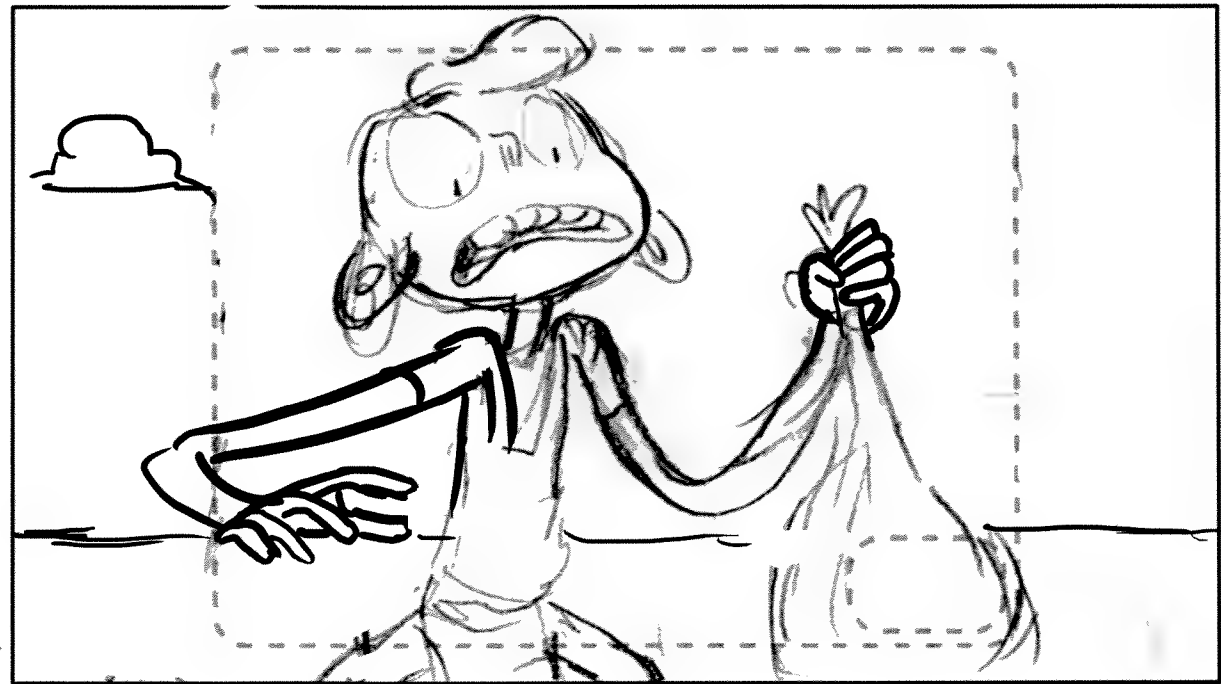
APR 10 2013

1020 003

1020 003

1020 003

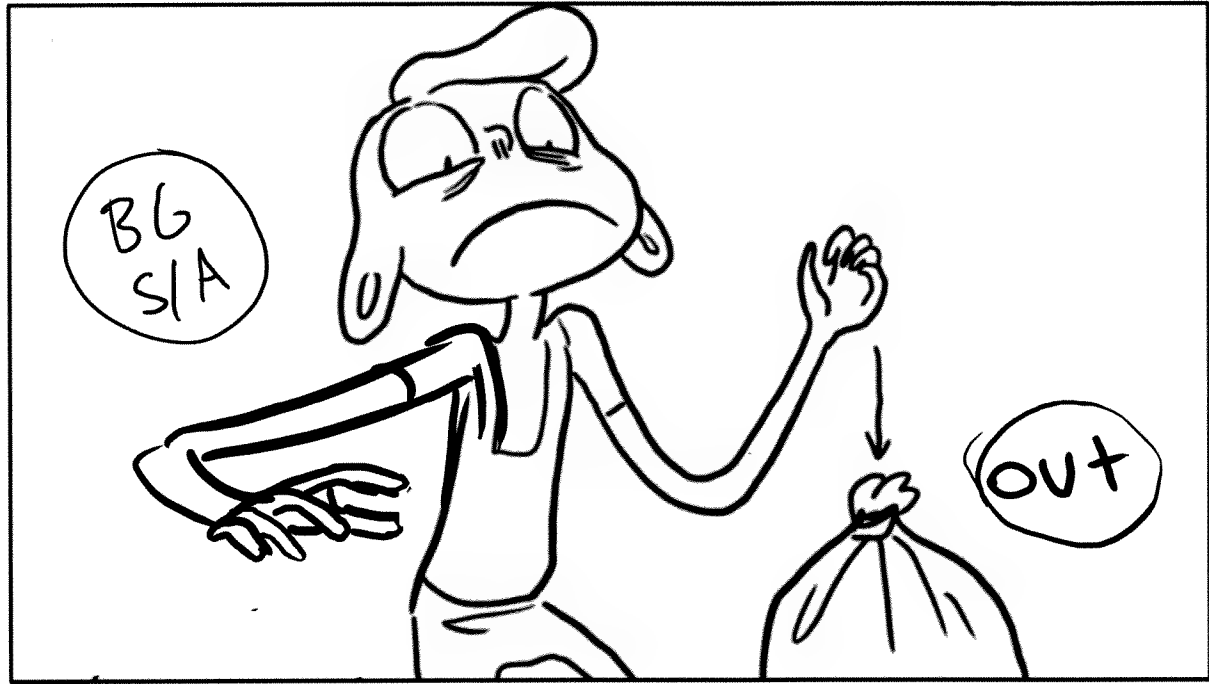
Scene 95 Panel 1



Dialogue
Lars: Again?!

108

Scene 95 CONT Panel 2



113

APR 10 2013

Scene

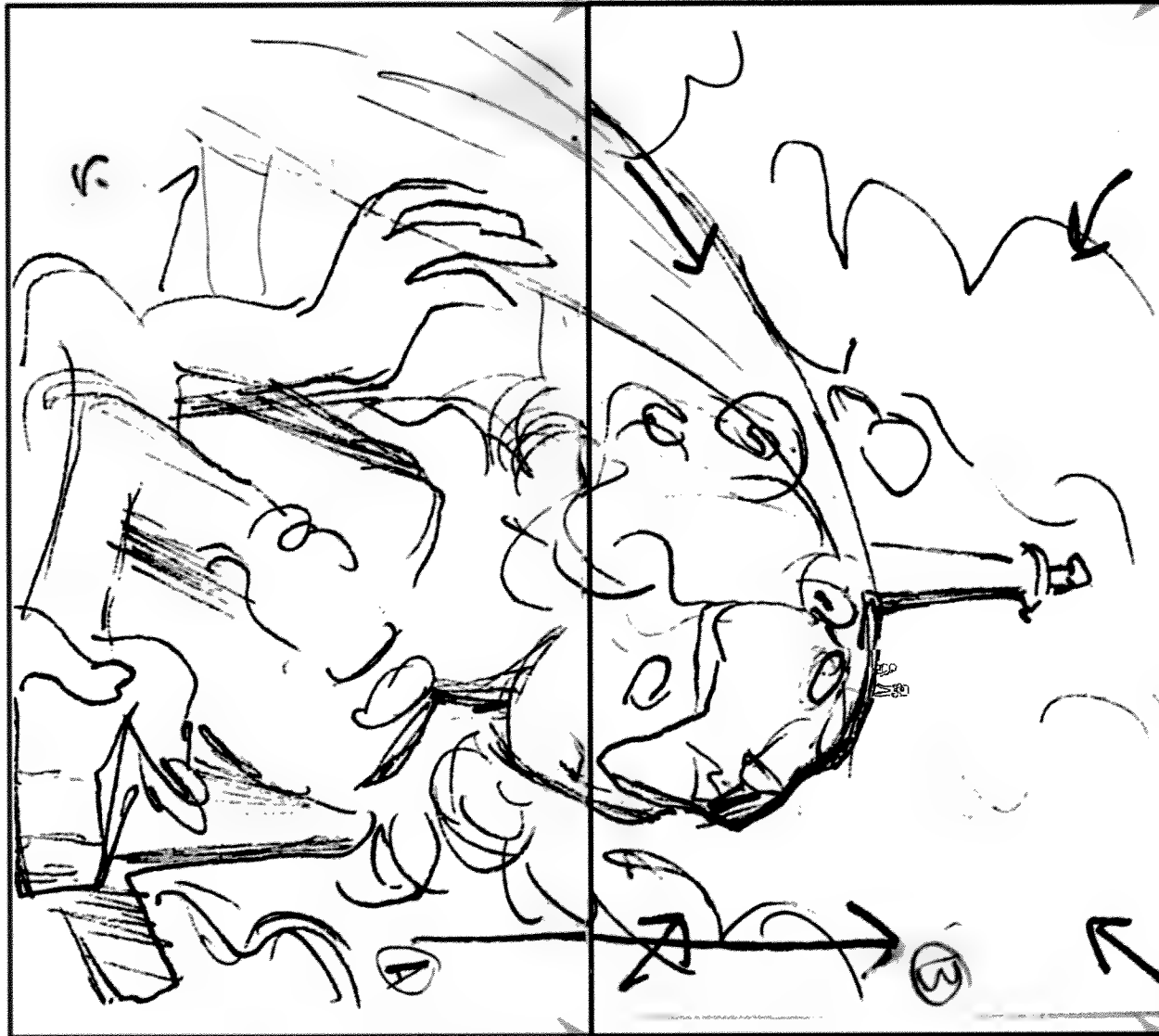
96

Panel

1



DETAIL



APR 10 2013

Action Notes

Camera slow pan up.

1020 003

1020 003

Sunset is beginning.

1020 003

1020 003

APR 10 2013

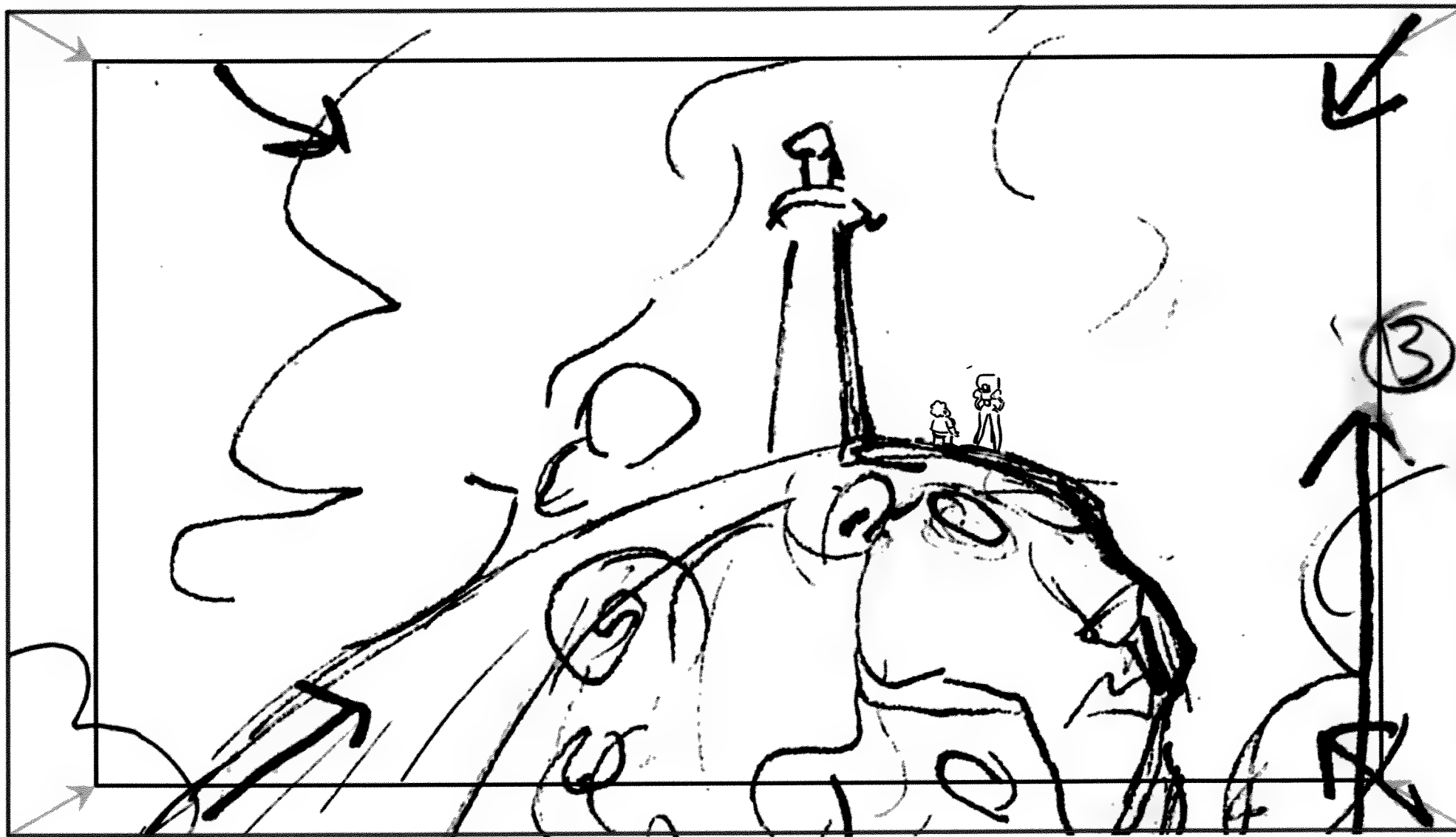
1020 003

Scene

96 CONT

Panel

2

ADJ
2¹⁰

APR 10 2013

Dialogue

Steven: So I'm supposed to work really hard...

1020 003

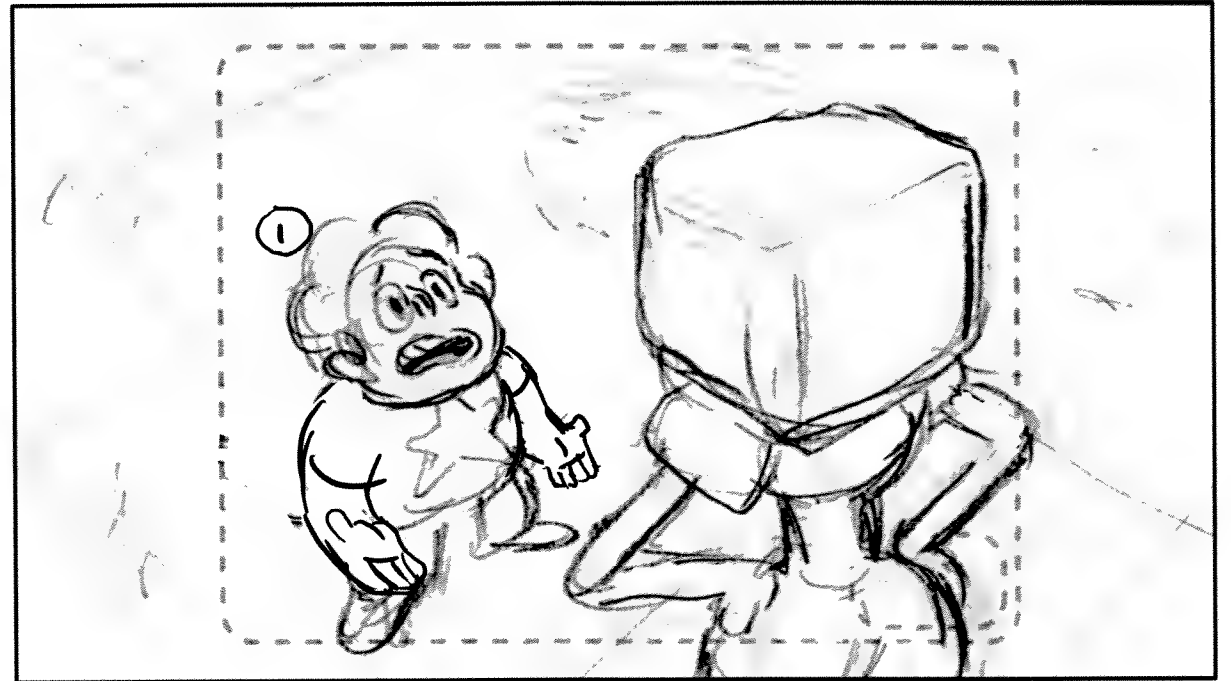
Action Notes
Camera zoom in.
Sunset is beginning.

Scene

97

Panel

1



Dialogue

Steven: ... and not try at all at the same time?

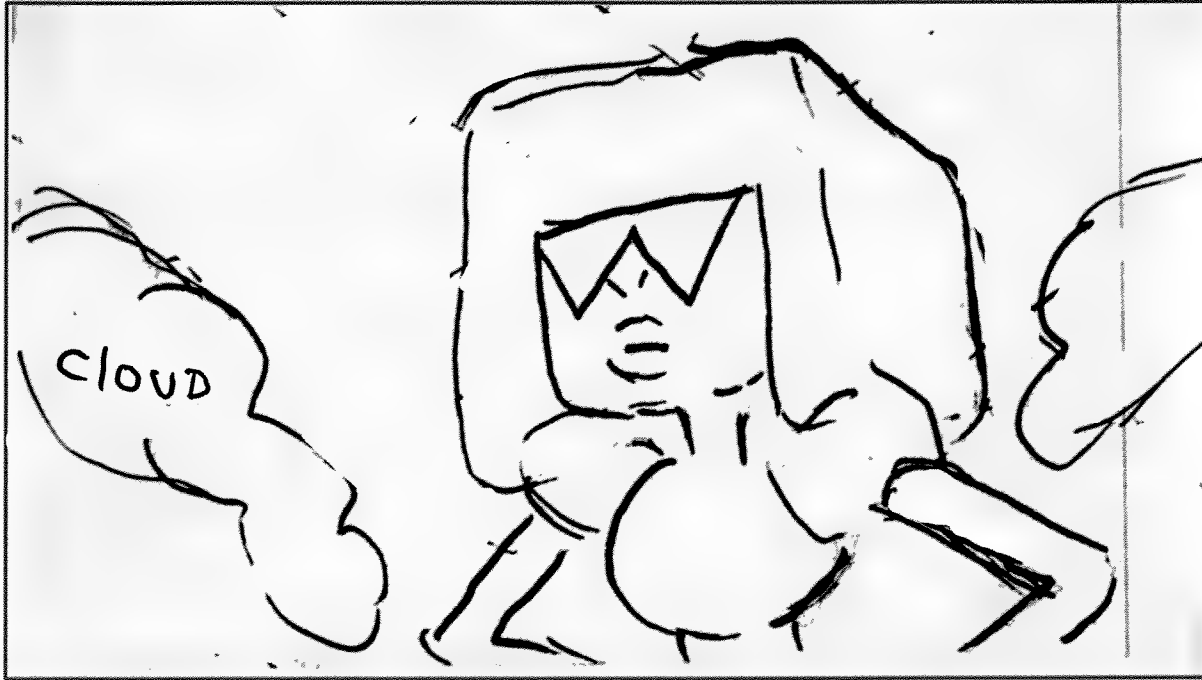
2¹¹

APR 10 2013

1020 003

1020 003

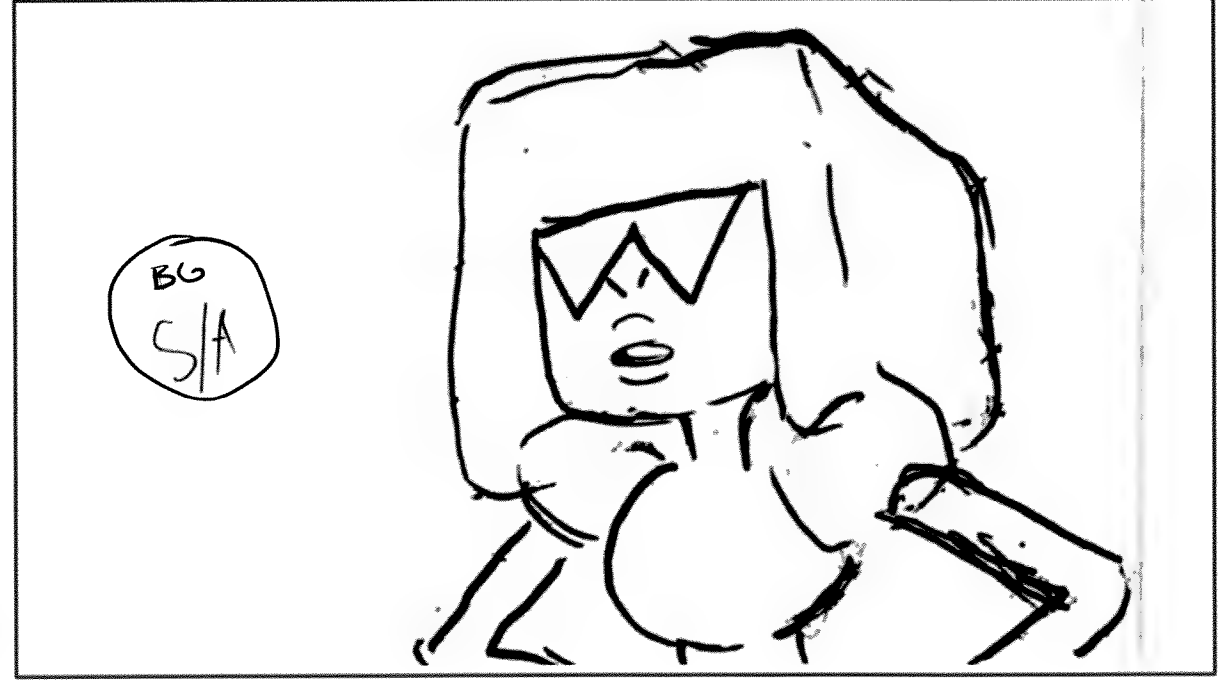
Scene	98	Panel	1
-------	----	-------	---



Dialogue
Steven (Offscreen): at the same time?

112

Scene	98 CONT	Panel	2
-------	---------	-------	---



Dialogue
Garnet: Yes.

108

APR 10 2013

1020 003

1020 003

181A NEXT

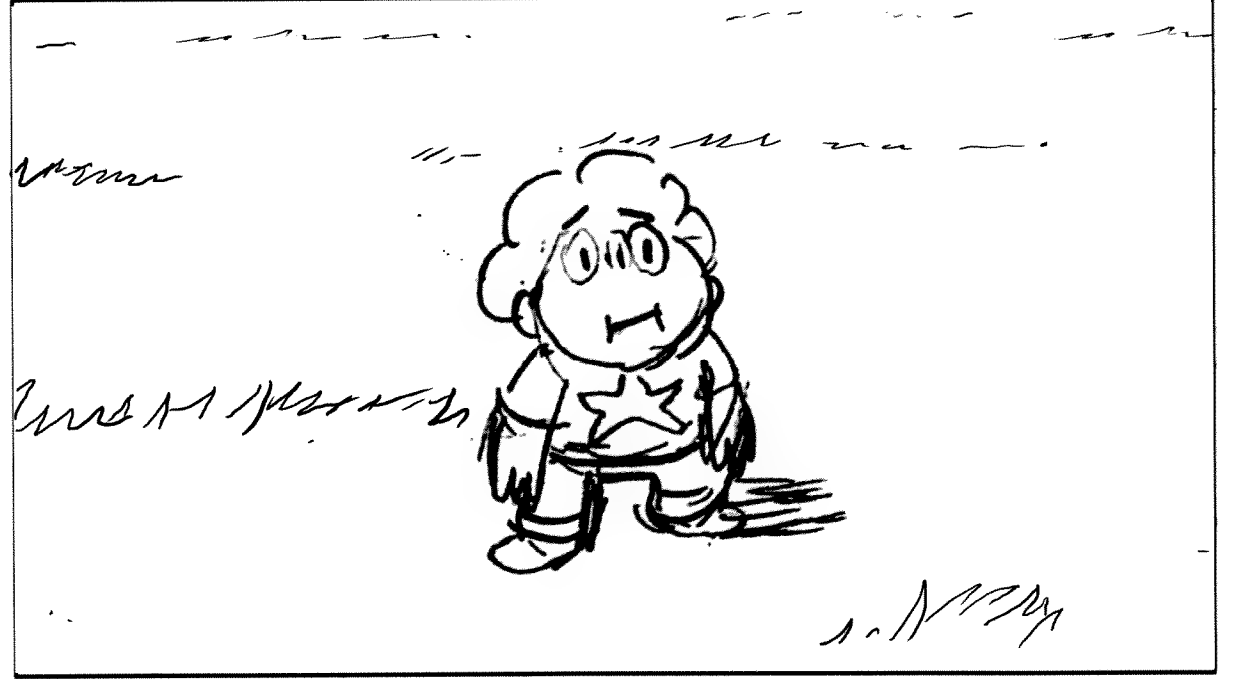
Scene	98 CONT	Panel	3
-------	---------	-------	---



Action Notes
< beat >

0¹⁰

Scene	99	Panel	1
-------	----	-------	---



Action Notes
Wind blows

Prds 1+2
2¹⁵

APR 10 2013

1020 003

1020 003

Scene 99 CONT Panel 2



Action Notes
Wind blows

Scene 100 Panel 1



Phs 1 + 13
108

APR 10 2013

1020 003

1020 003

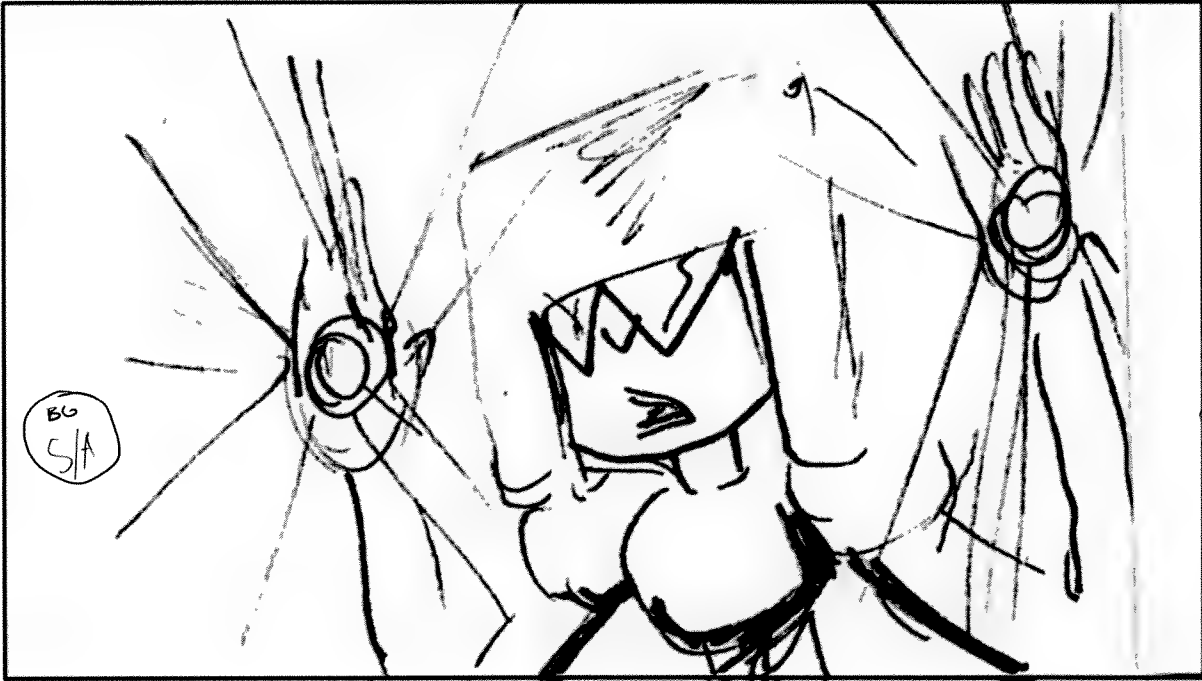
Scene 100 CONT Panel 1B



Dialogue
Garnet: Or...

Action Notes
Raises hands to show gems

Scene 100 CONT Panel 2



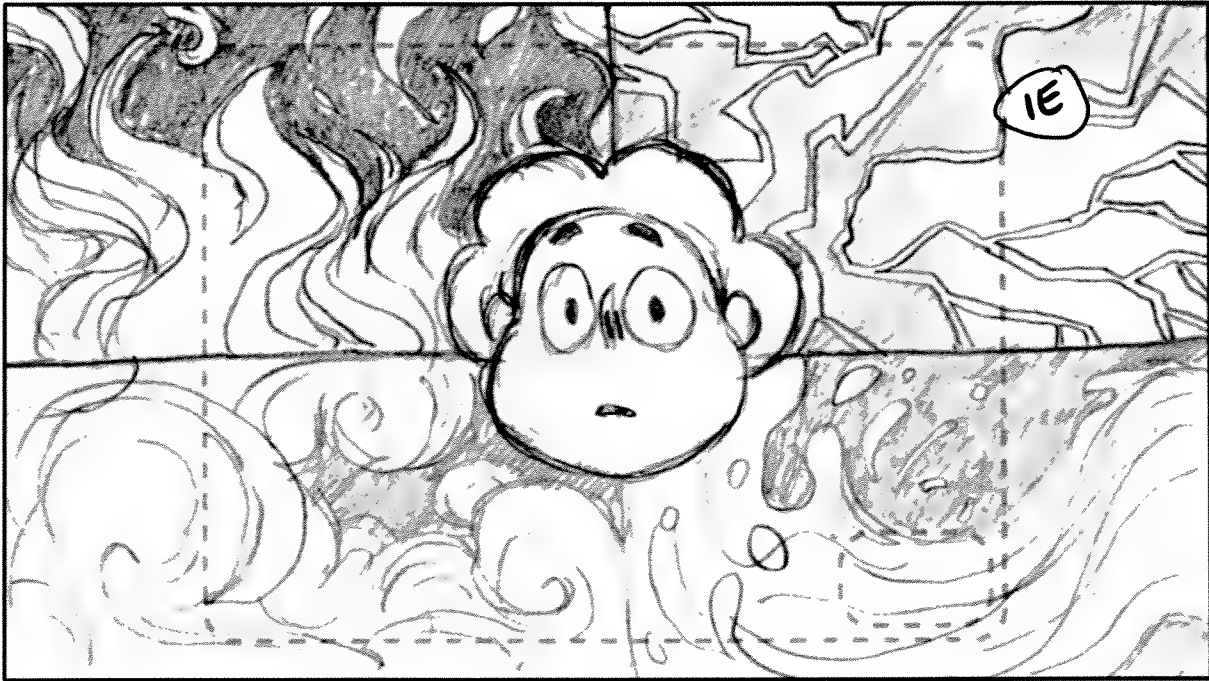
Dialogue
Garnet: ...you can...

0¹⁵

APR 10 2013

1020 003

Scene	Panel
101	1

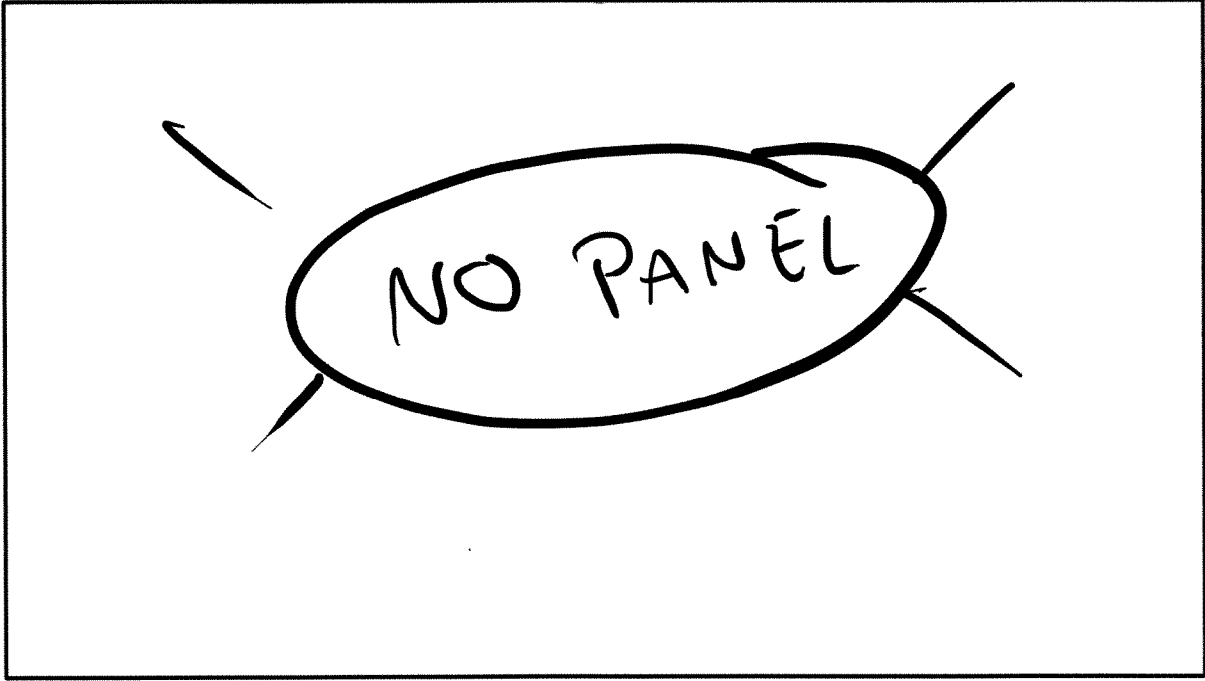


Dialogue
Garnet (offscreen): Link your mind -

106

(1A) (1B)

Scene	Panel



(1C) (1D)

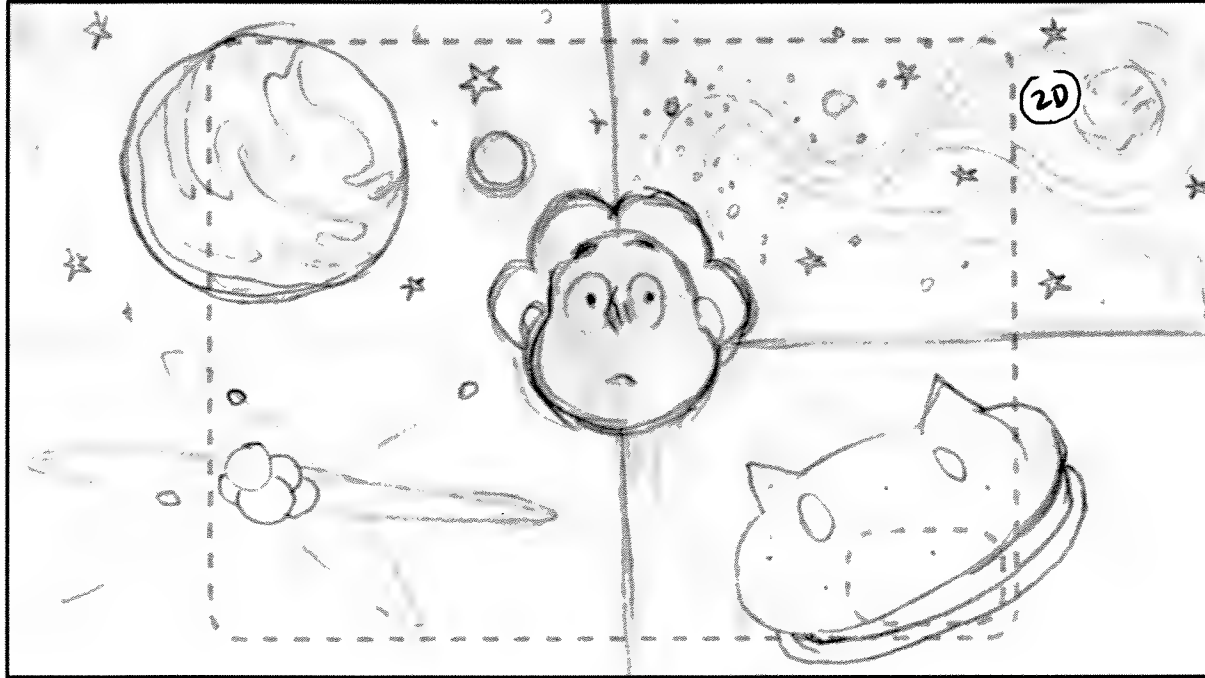
APR 10 2013

103B NEXT

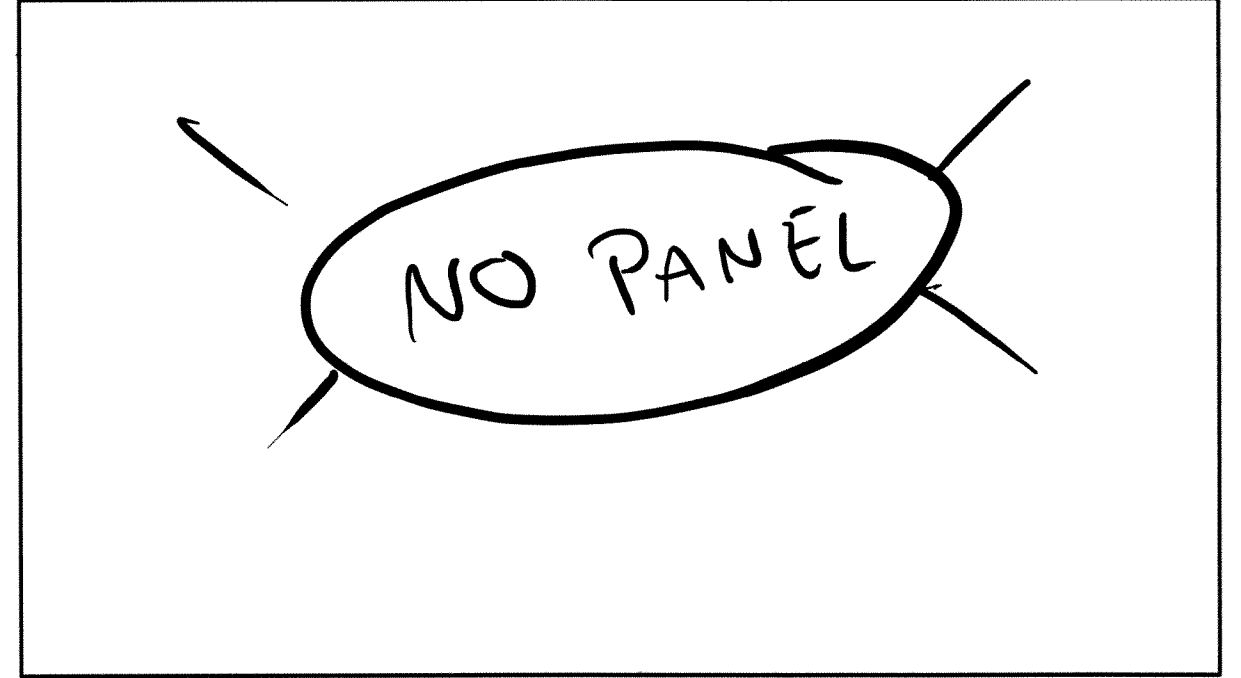
Scene	Panel
-------	-------

101 CONT

2



Scene	Panel
-------	-------

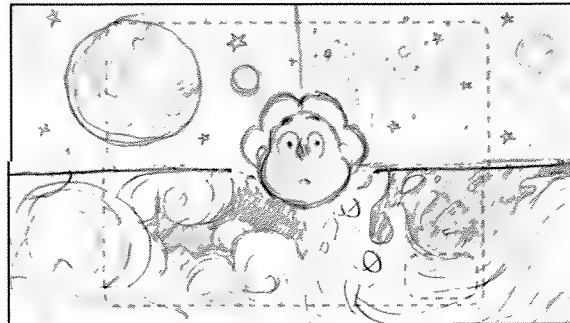
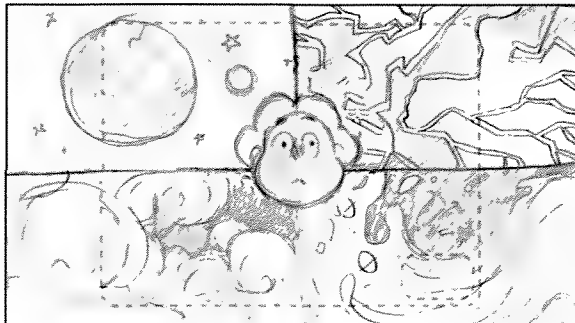


Dialogue
Garnet (offscreen): - with the energy of all existing matter, -

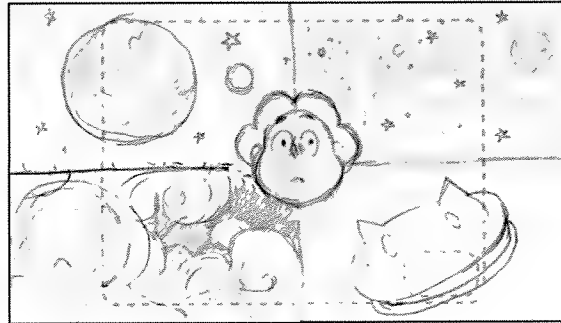
302

(2A)

(2B)



(2C)

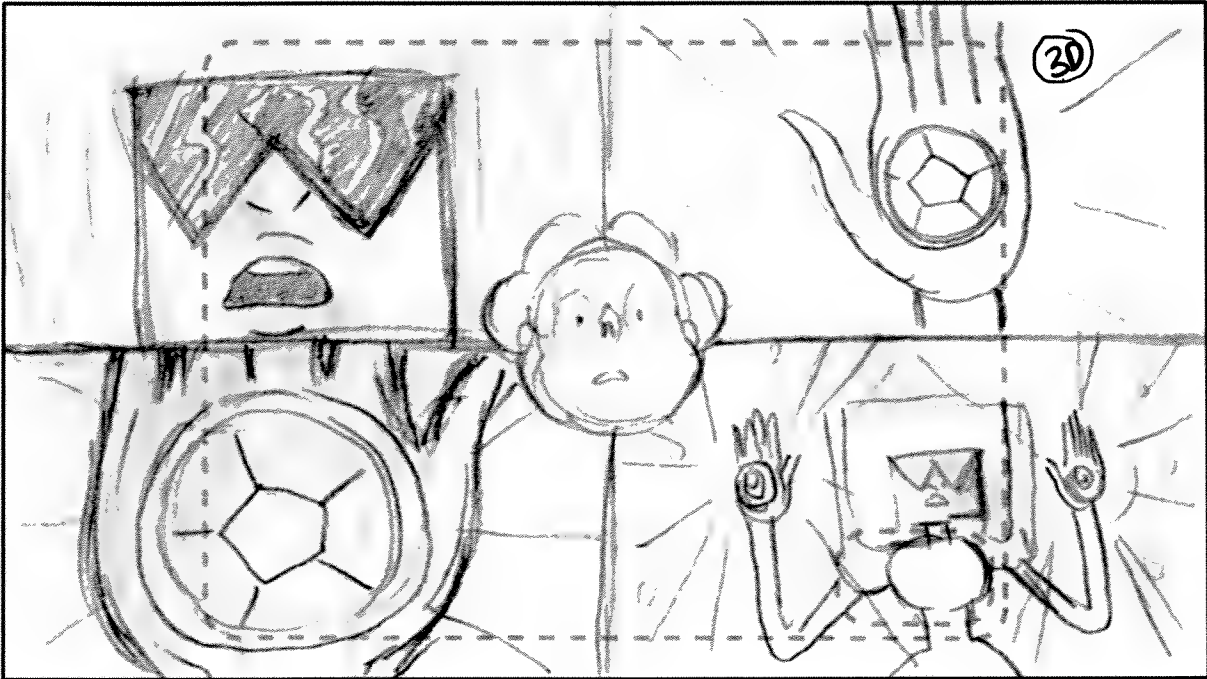


APR 10 2013

1020 003

1020 003

Scene	101 CONT
Panel	3

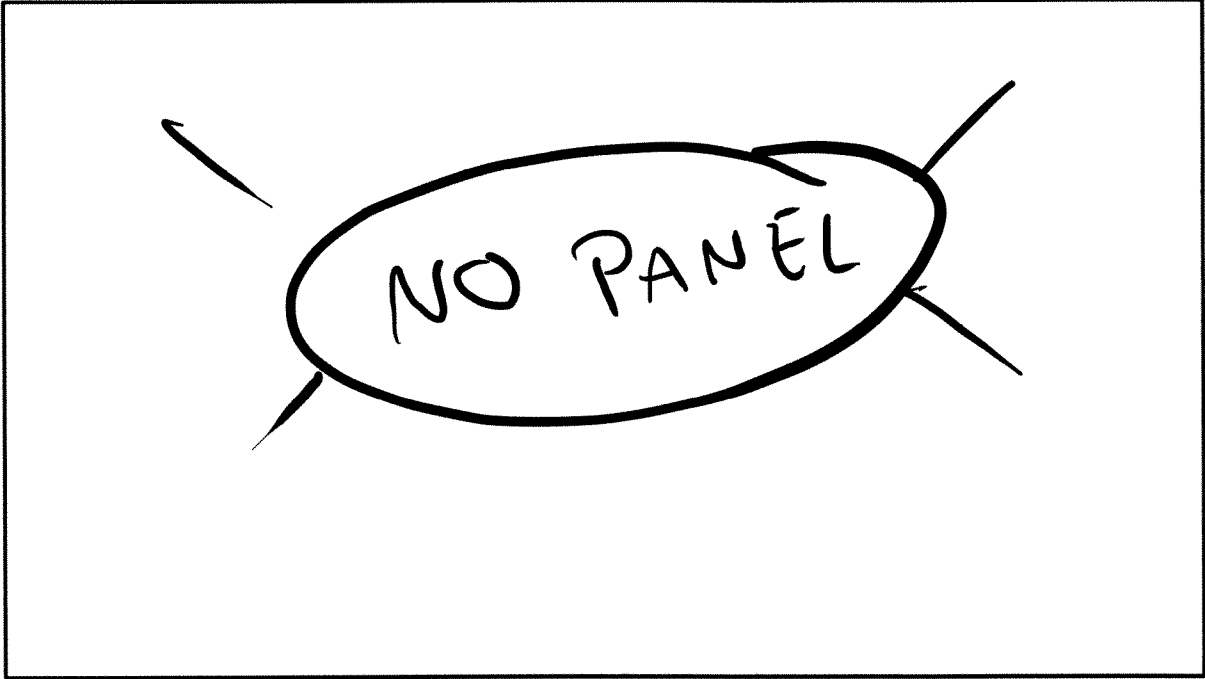


Dialogue
Garnet (offscreen): - channeling the collective power of the universe through your gem -

408

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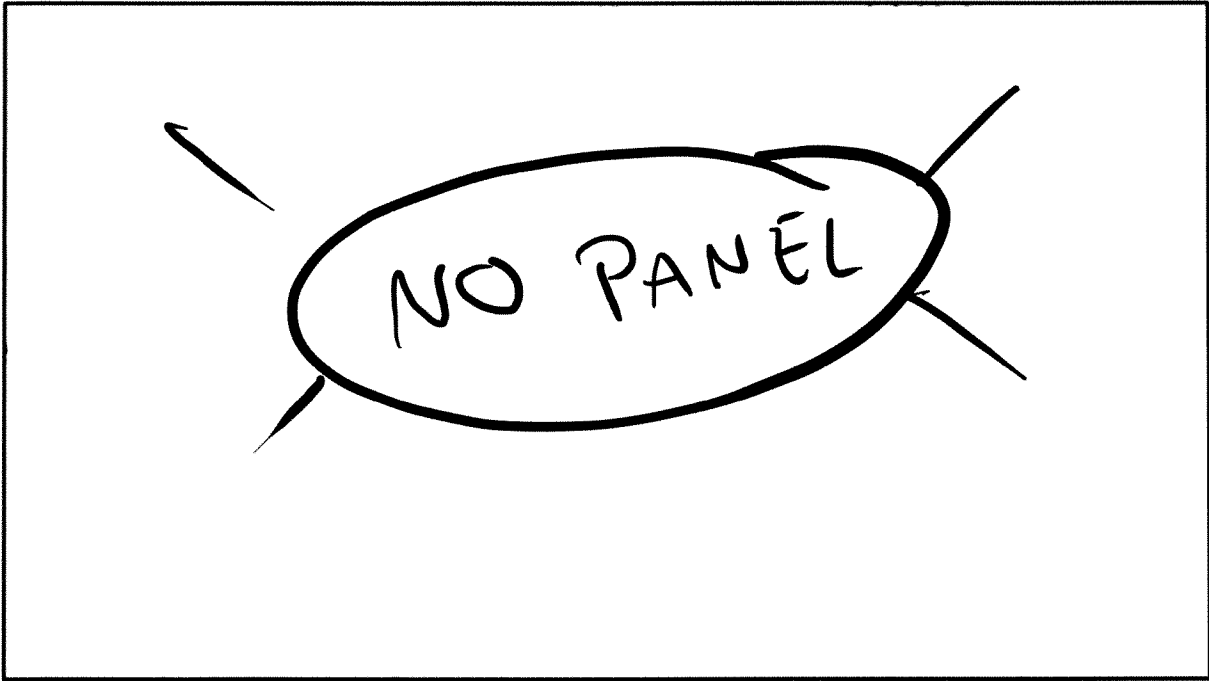
Scene	
Panel	



--

APR 10 2013

Scene	Panel
-------	-------



Scene	Panel
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Dialogue
Garnet (offscreen): - which results in...

Action Notes
Screen fills with light

APR 10 2013

112

1020 003

1020 003

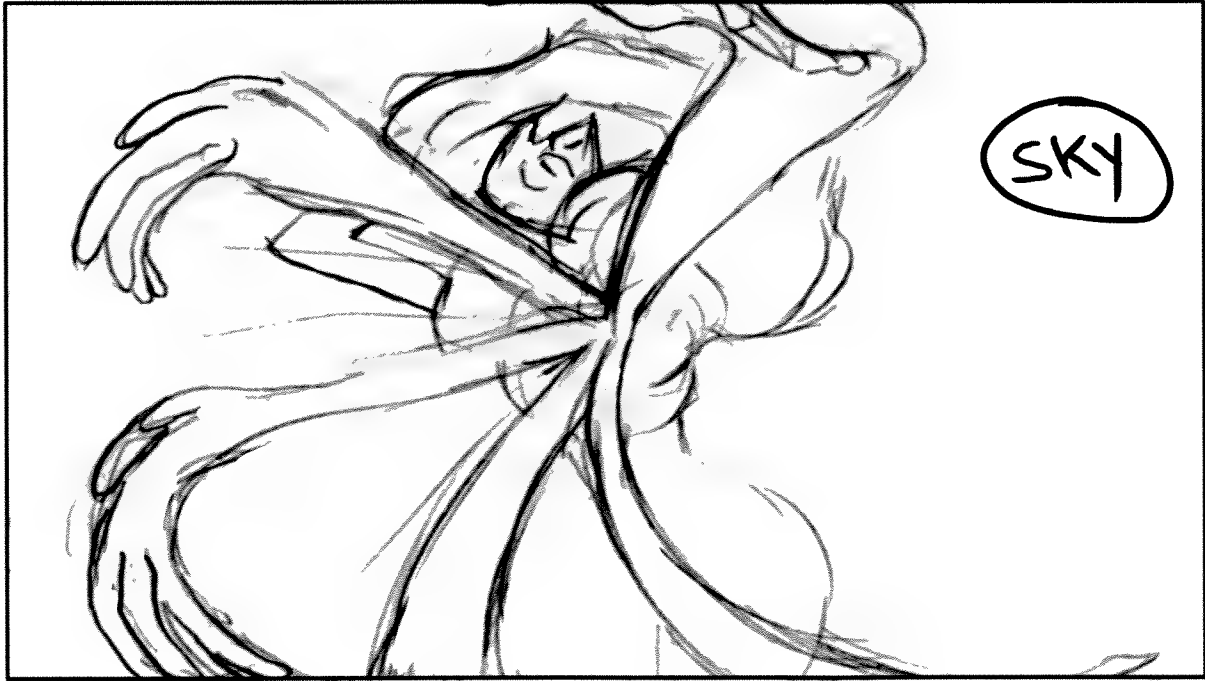
Scene 102 Panel 1



Action Notes
Light fades

004

Scene 102 CONT Panel 2



APR 10 2013

002

Scene 102 CONT Panel 3



002

Scene 102 CONT Panel 4



004

APR 10 2013

Scene 102 CONT Panel 5



Scene 102 CONT Panel 6



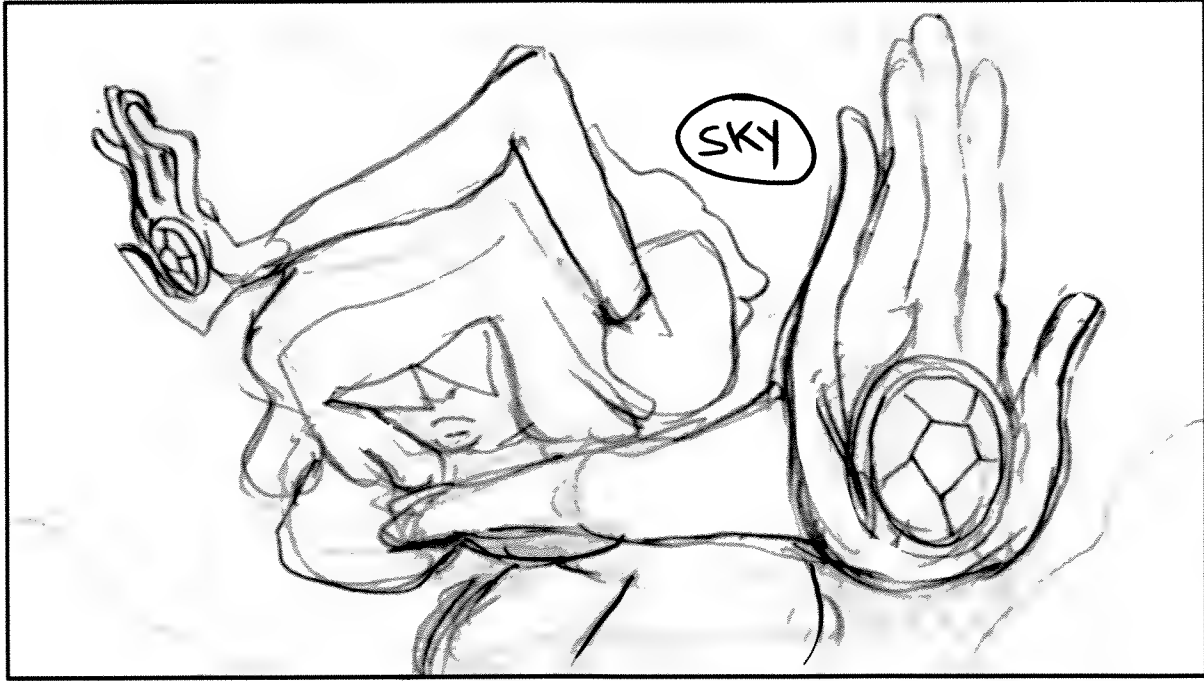
002

APR 10 2013
002

Scene 102 cont Panel 7



Scene 102 cont Panel 8



1020 003

1020 003

002

005

APR 10 2013

1020 003

Scene	102 CONT	Panel	9
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003

Scene	102 CONT	Panel	10
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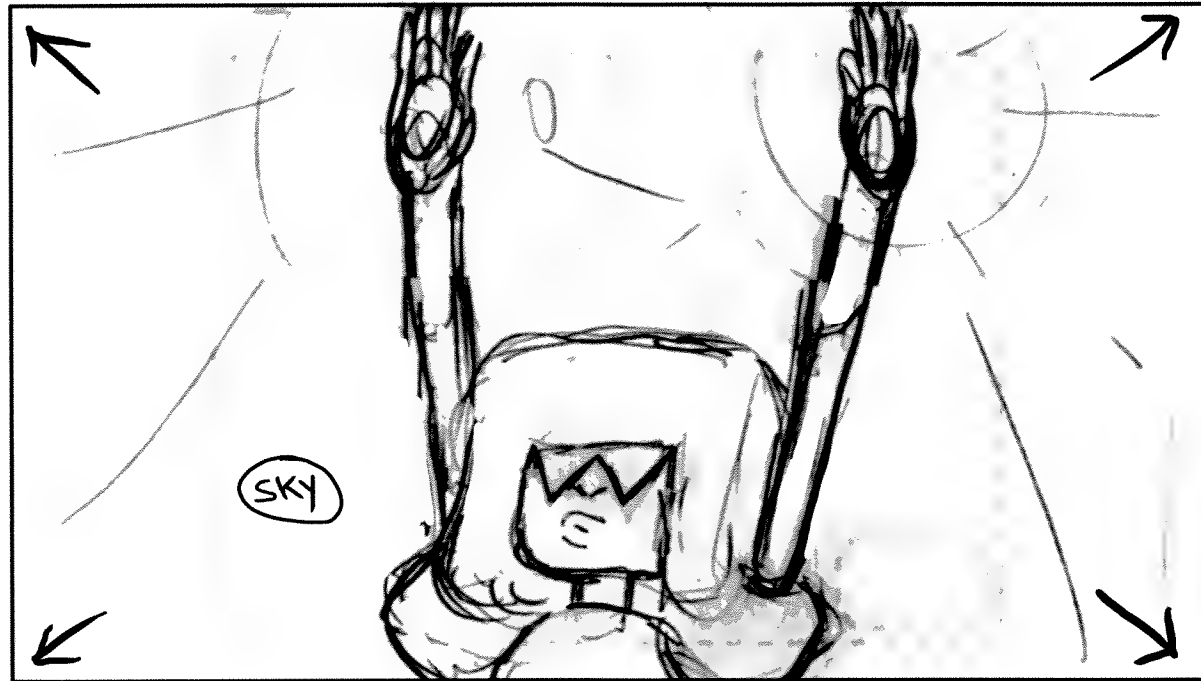
002

APR 10 2013

Scene	102 CONT	Panel	11
-------	----------	-------	----



Scene	102 CONT	Panel	12
-------	----------	-------	----



001

003

APR 10 2013

1020 003

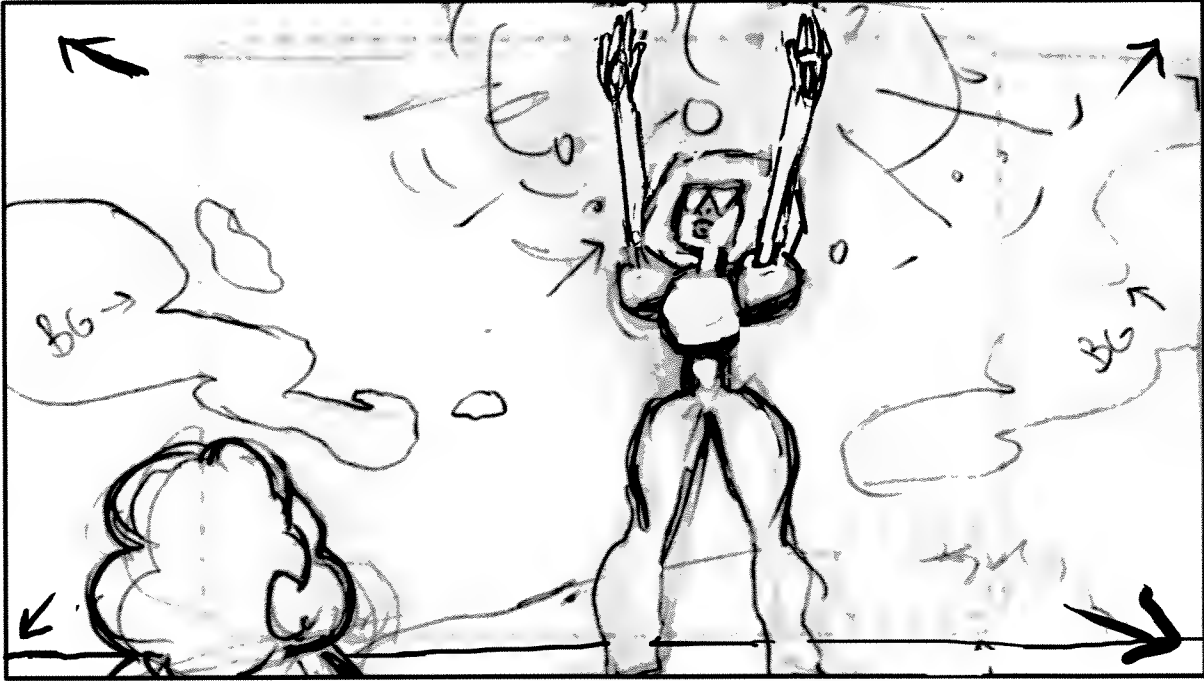
1020 003

1020 003

Scene	Panel
102 CONT	13



Scene	Panel
102 CONT	14



003

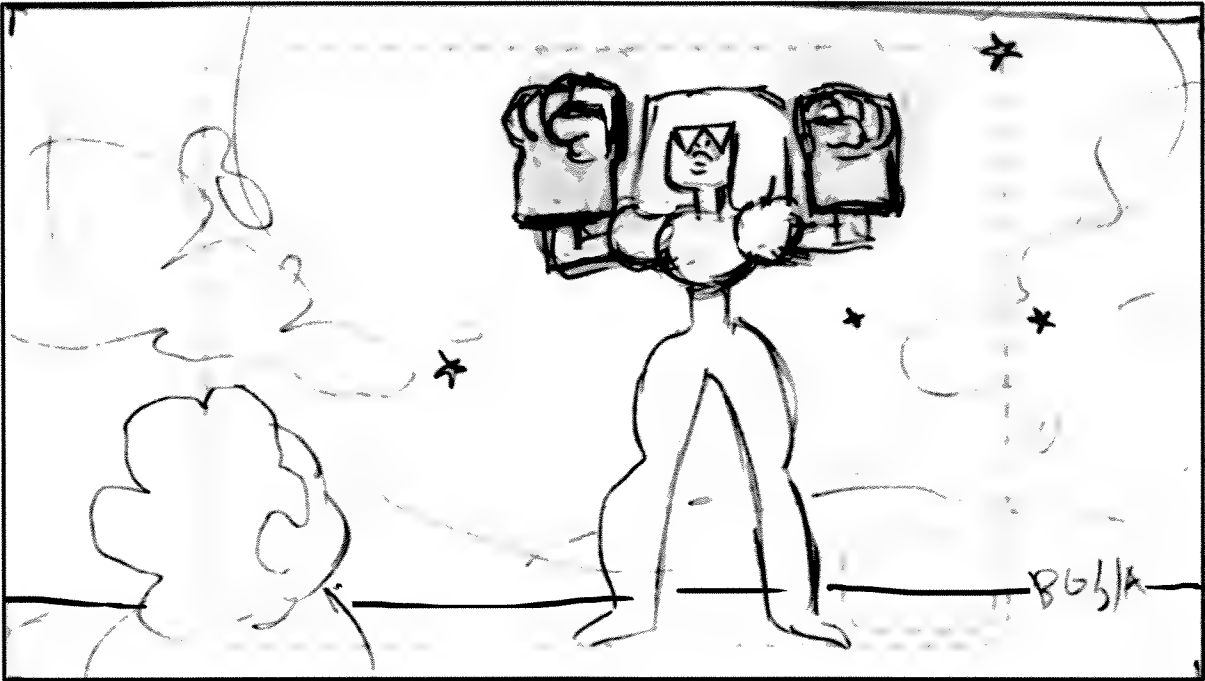
008

APR 10 2013

Scene	102 cont	Panel	15
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Scene	102 cont	Panel	16
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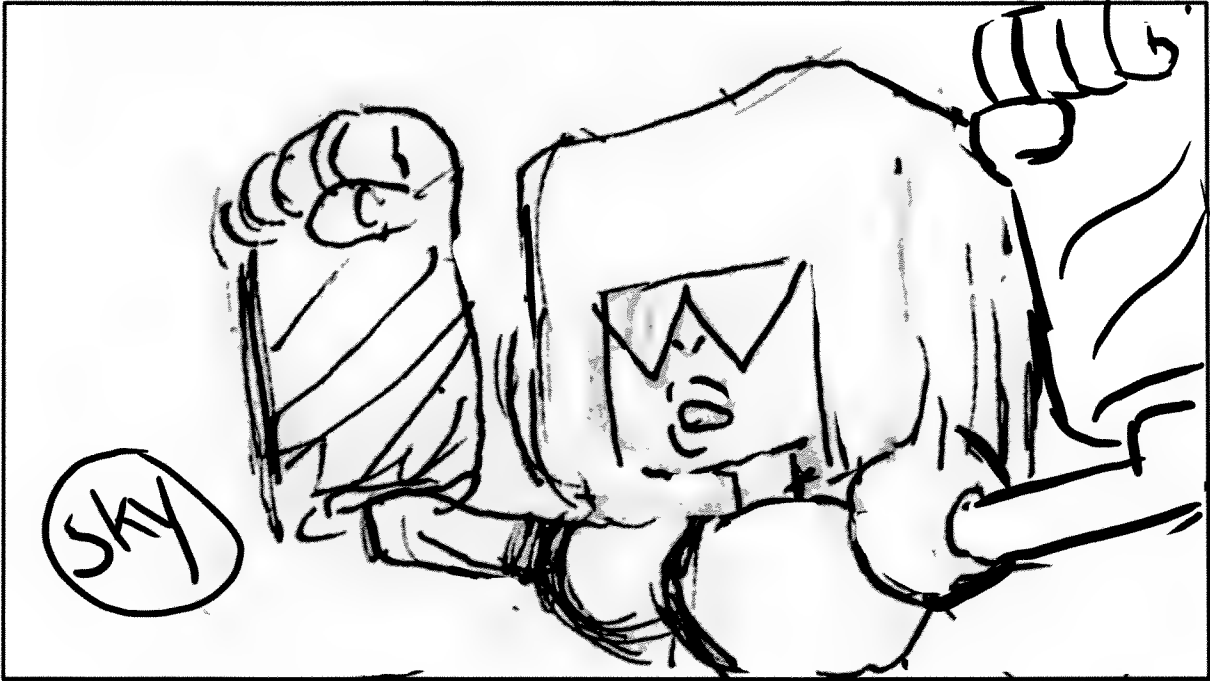


006

113

APR 10 2013

Scene 103 Panel 1

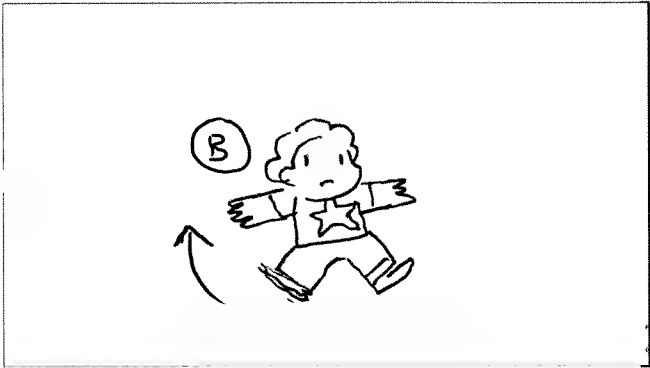


Dialogue
Garnet: At least that's my way of doing it.

Scene 104 Panel 1



Action Notes
Steven slowly shrinks and clockwise rotate then -



APR 10 2013

2⁰³

3⁰⁸

Scene	104 cont	Panel	2
-------	----------	-------	---



Action Notes
"POP" Steven disappears

101

Scene	105	Panel	1
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Action Notes
Exterior: Steven's house

111

APR 10 2013

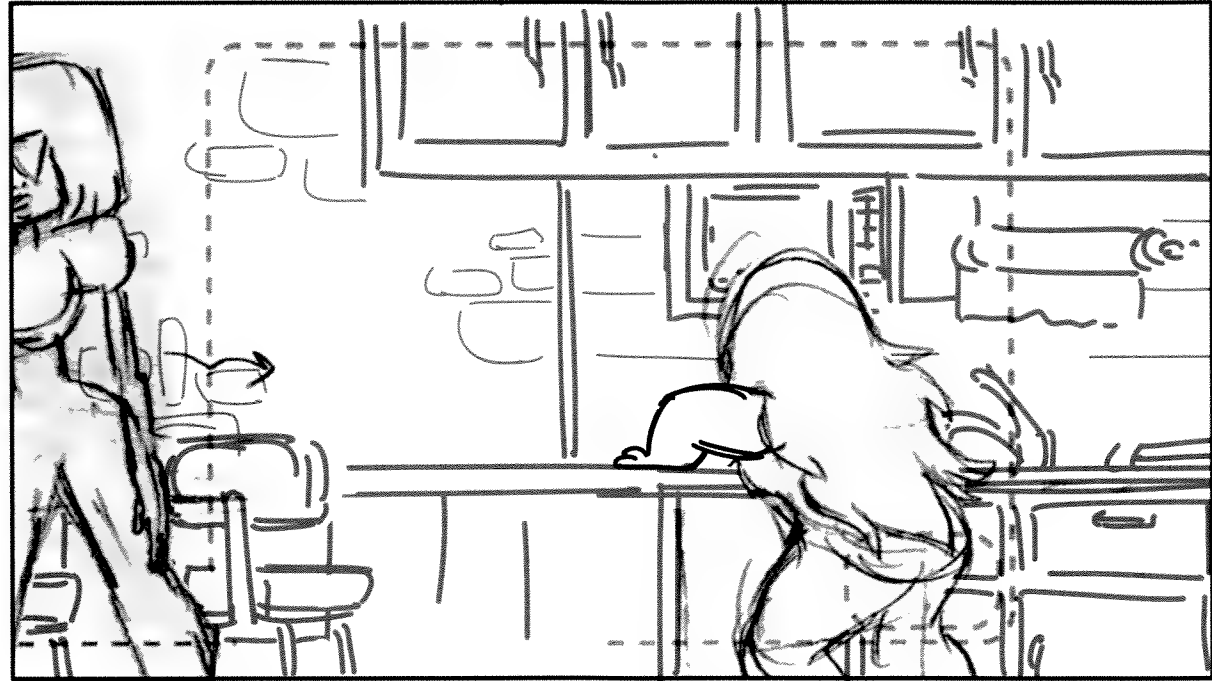
Scene 106 Panel 1



Dialogue
Steven: I think my best bet is to recreate what happened the last time my gem glowed.

505

Scene 107 Panel 1

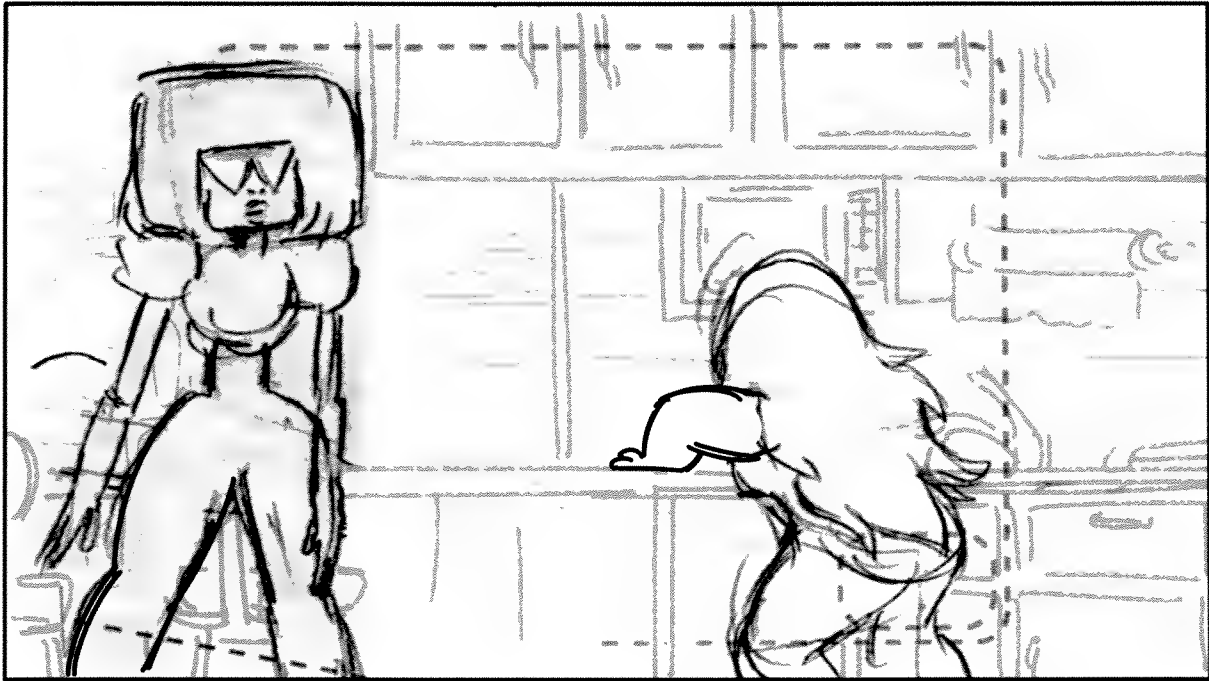


Dialogue
Steven: Soo..

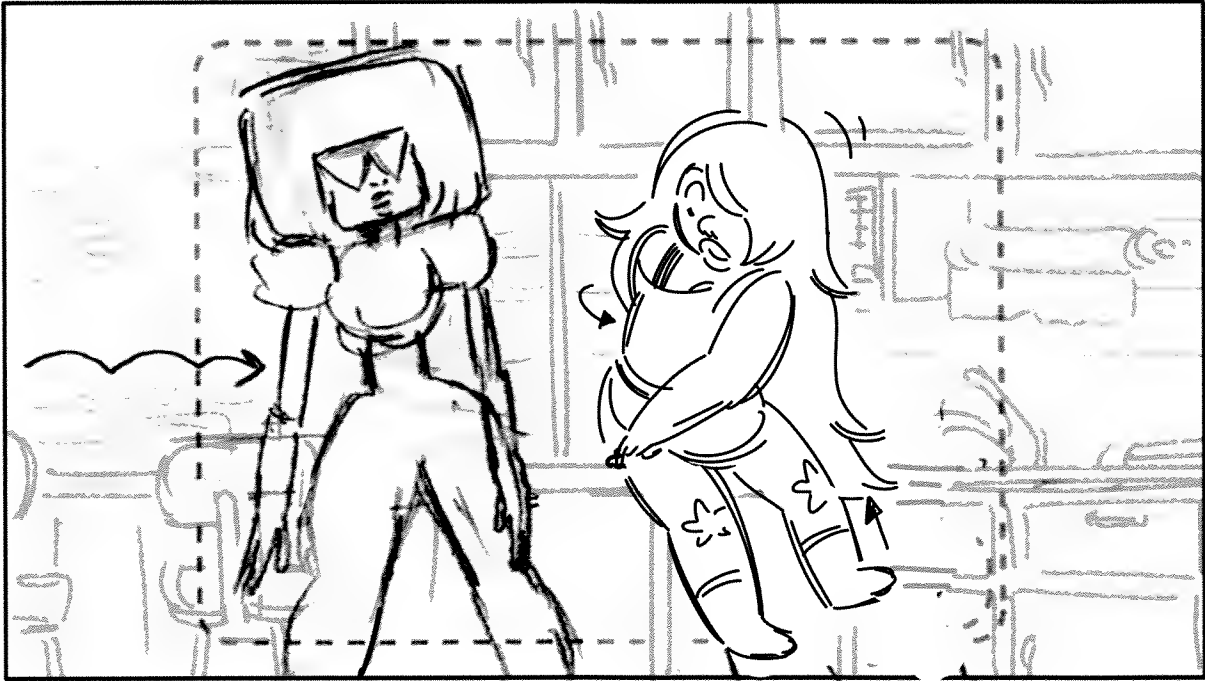
008

APR 10 2013

Scene	Panel
107 CONT	2



Scene	Panel
107 CONT	3



Dialogue

Amethyst Noise: (Huu, hopes on counter)

Action Notes

Garnet walks in sideways, stiff body, swinging arms.

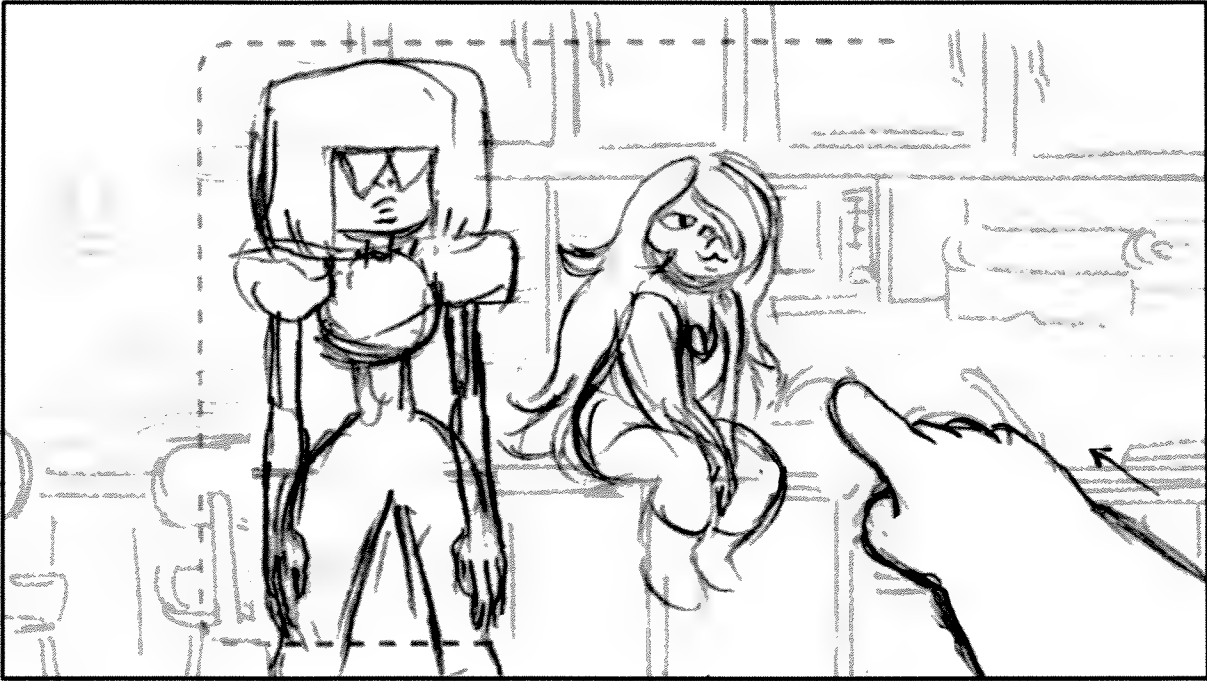
APR 10 2013

008

010

197A NEXT

Scene	107 CONT	Panel	4
-------	----------	-------	---



Dialogue
Steven: ...Garnet and Amethyst were here...
2 ¹⁴

APR 10 2013

1020 003

1020 003

1020 003

190 NEXT

Scene	107 CONT	Panel	5
-------	----------	-------	---



Dialogue

Steven: ...Garnet and Amethyst were here...

PAN

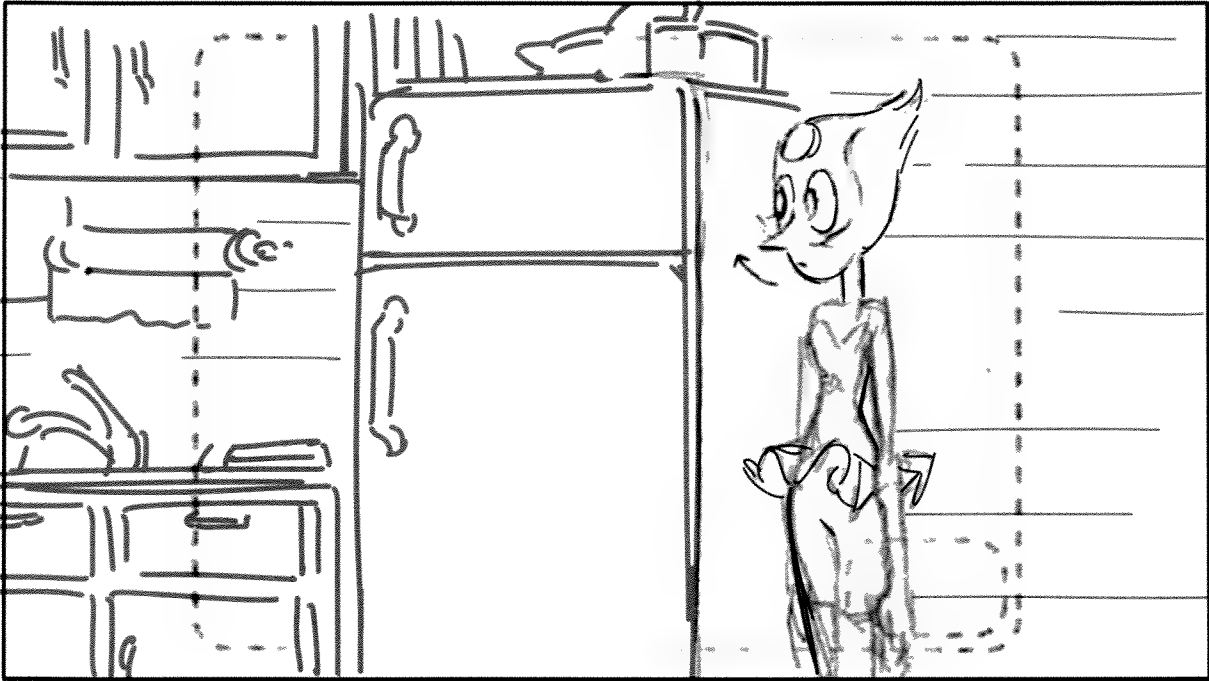
508

APR 10 2013

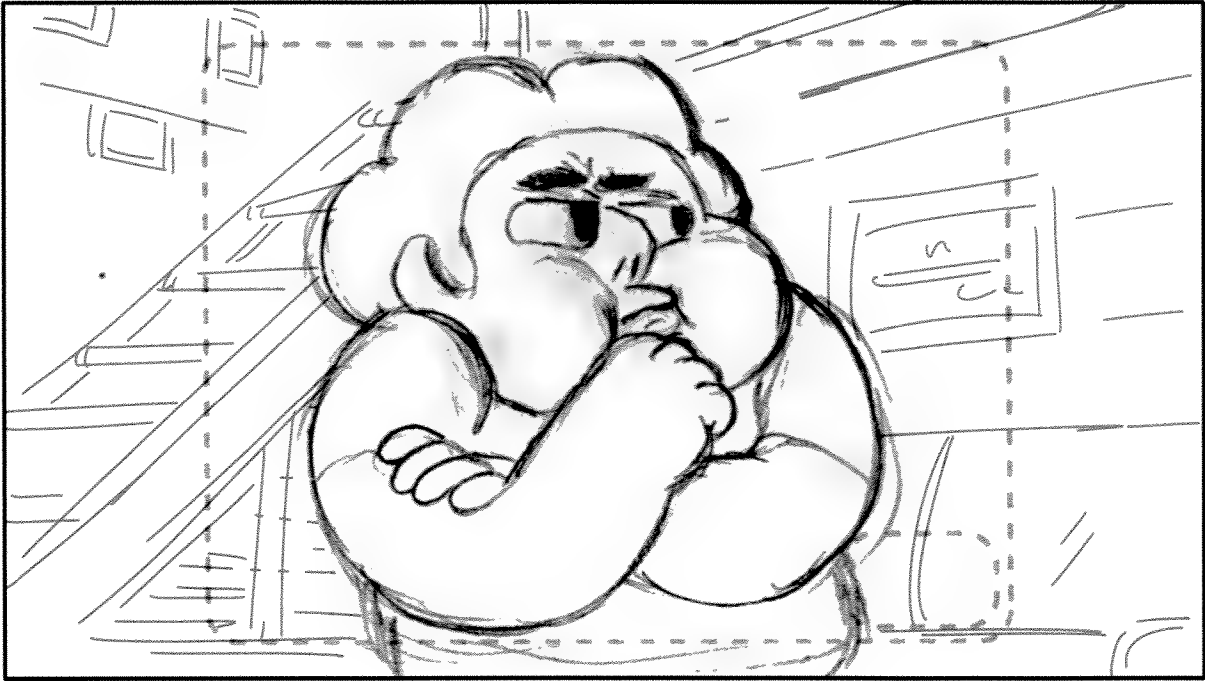
1020 003

1020 003

Scene 107 CONT Panel 6



Scene 108 Panel 1



1020 003

1020 003

0¹²

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POSE/PNL1
100
(CYCLE PNL1+2 x 2 +1)
110

1020 003

Scene	Panel
108 CONT	2



Action Notes

Steven looks back and forth. 1 2 1 2 1

POSE/PNL 2

010

Scene	Panel
109	1



APR 10 2013

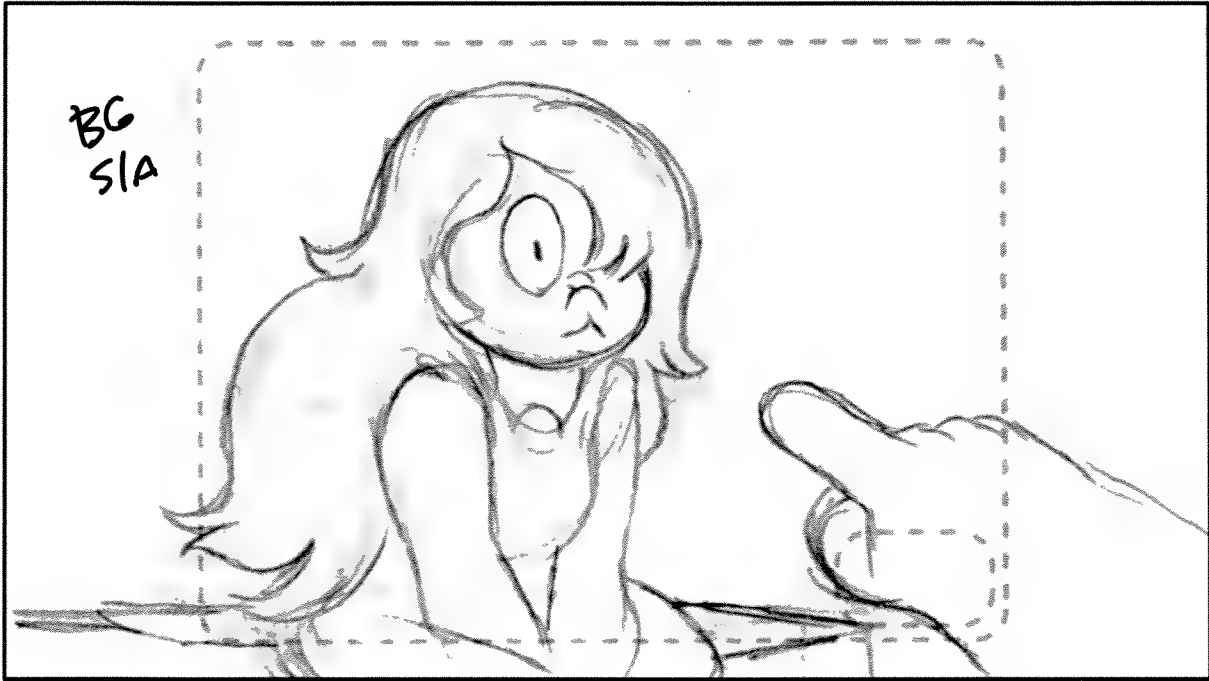
006

1020 003

1020 003

1020 003

Scene	109 CONT	Panel	2
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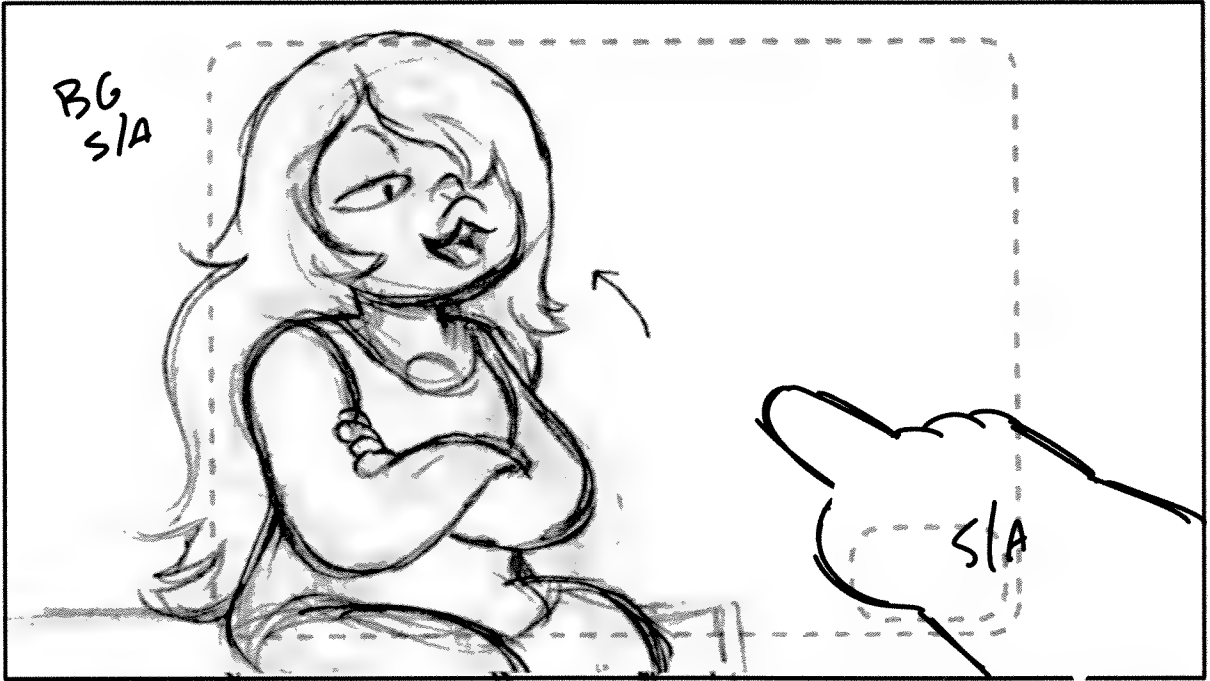


Dialogue

Steven: Amethyst, I think your arms were crossed?

3¹⁵

Scene	109 CONT	Panel	3
-------	----------	-------	---



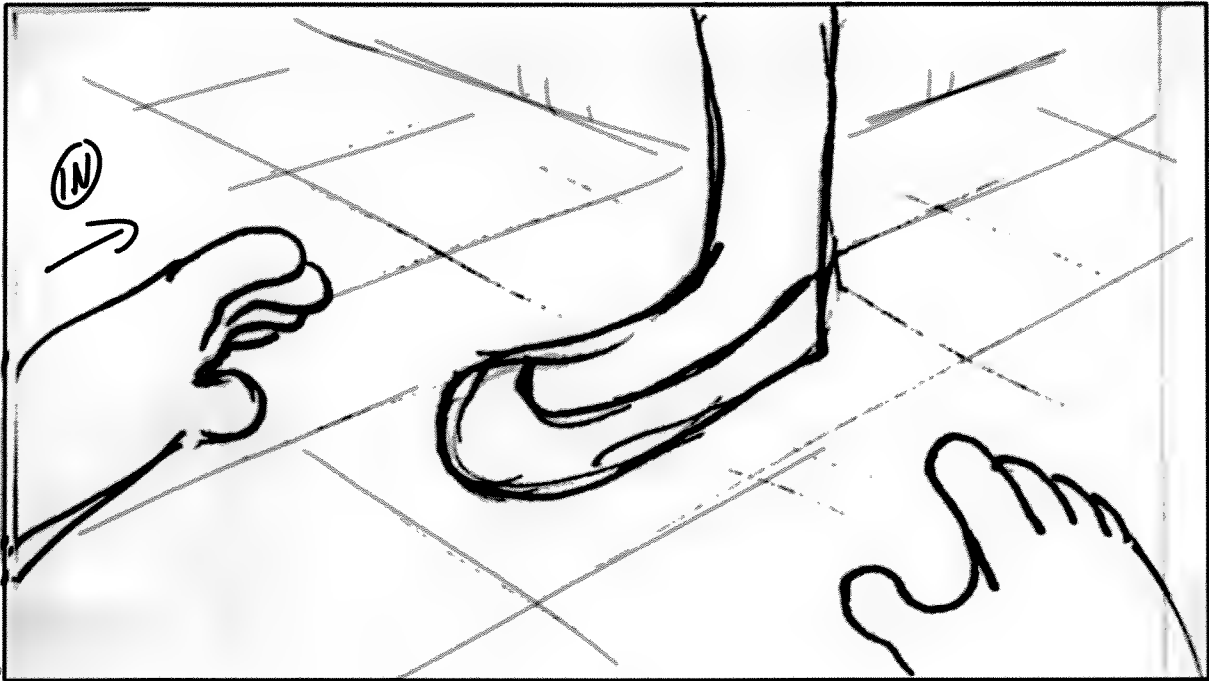
Dialogue

Amethyst: Okay, your majesty.

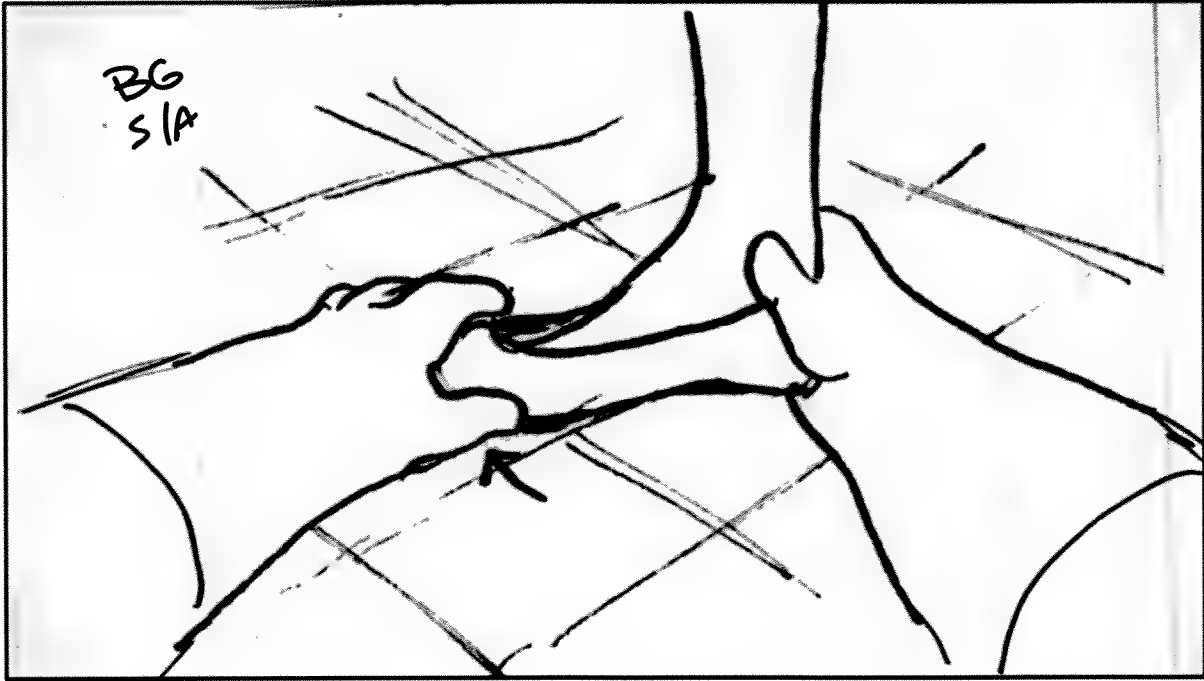
2¹³

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Scene 110 Panel 1



Scene 110 CONT Panel 2



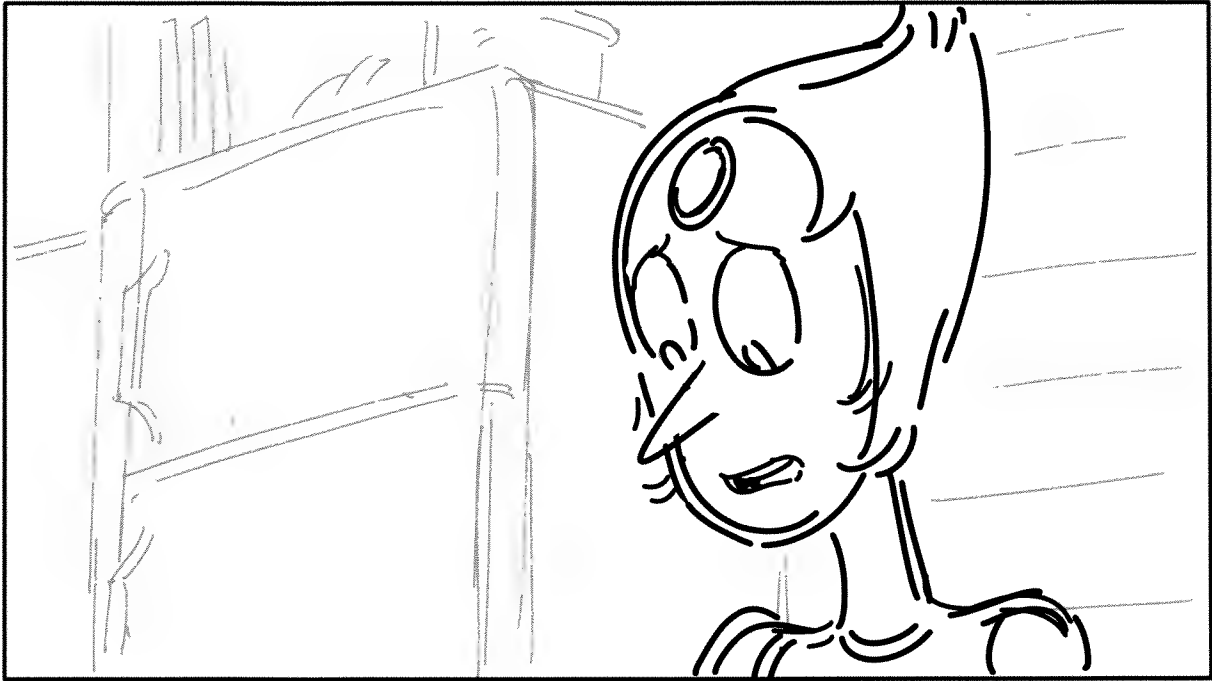
Dialogue
Steven: And Pearl your foot was like this.

APR 10 2013

008

307

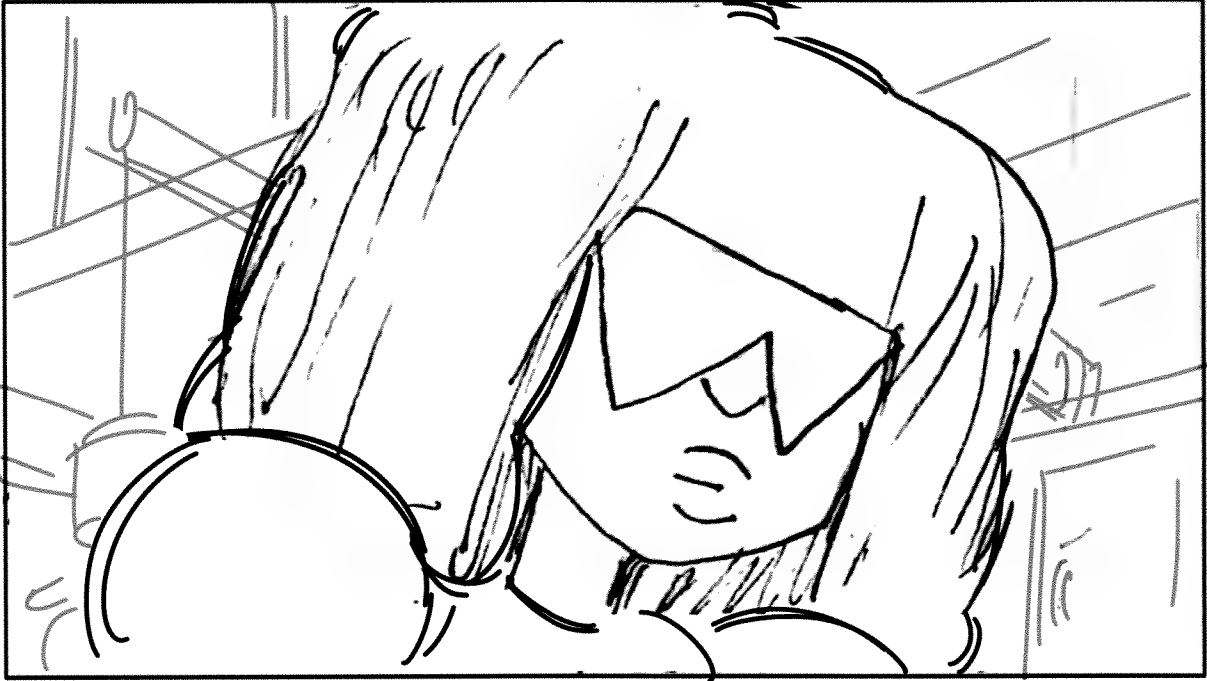
Scene	111	Panel	1
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Dialogue
Pearl: I don't think it works this way Steven...

3⁰²

Scene	112	Panel	1
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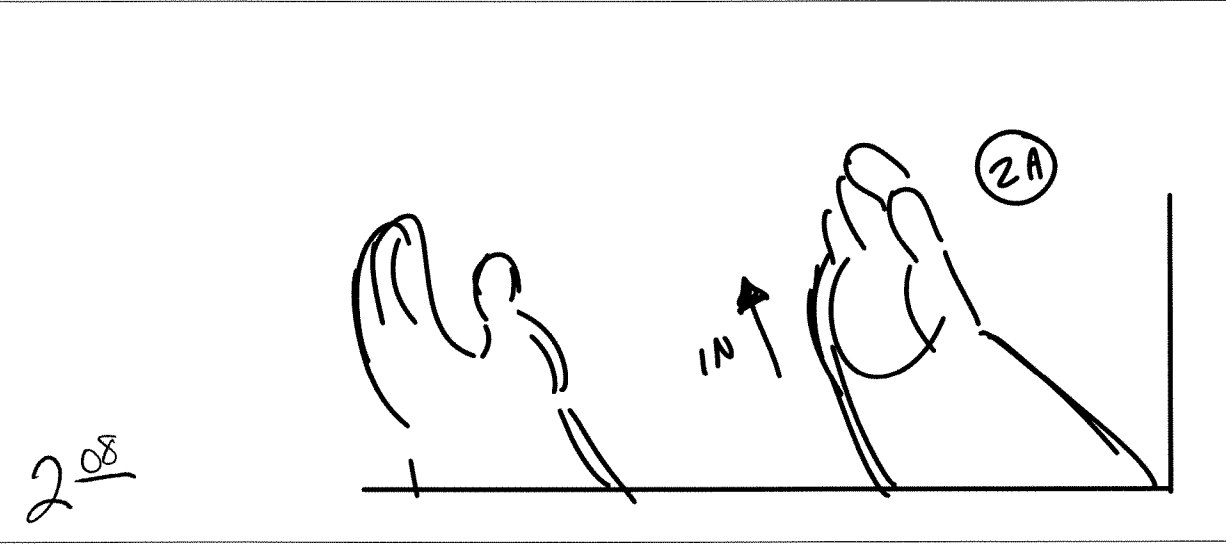
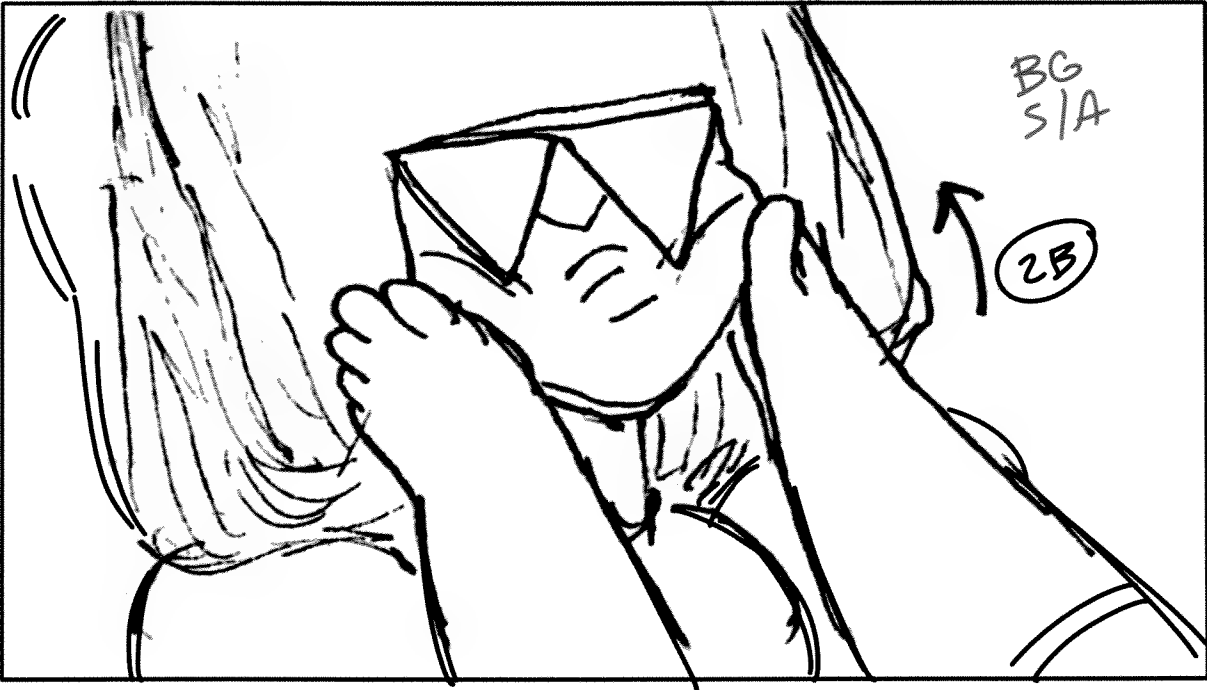


Dialogue
Steven: And Garnet... uh...

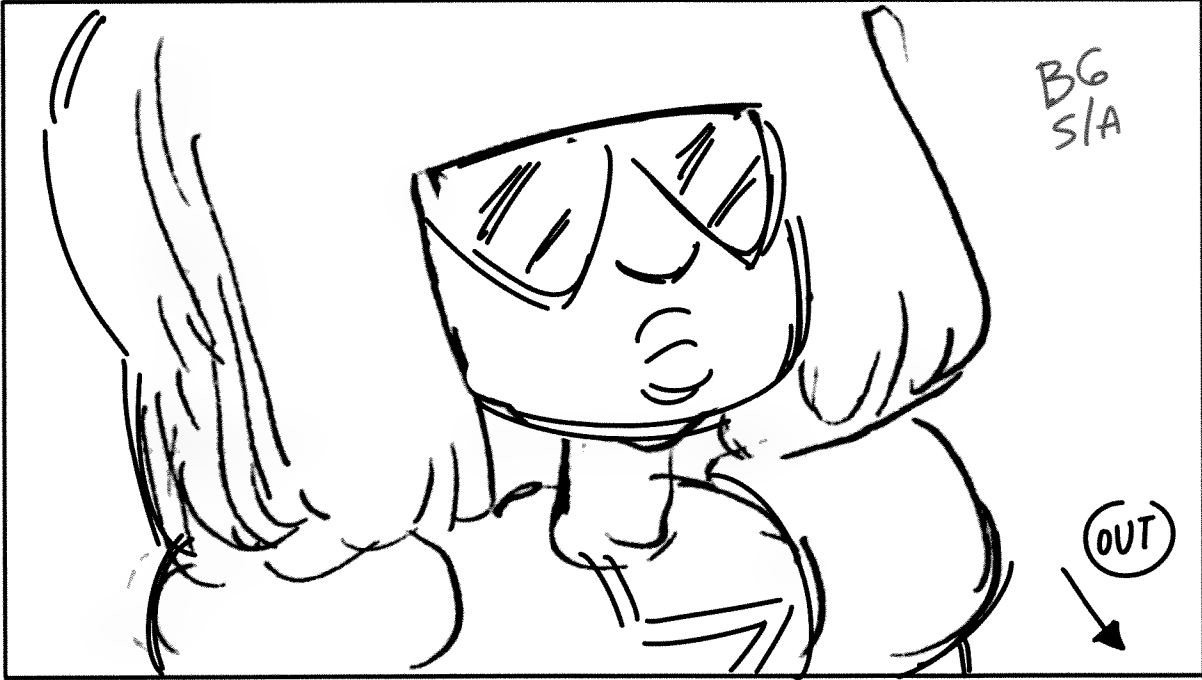
2⁰⁶

APR 10 2013

Scene 112 CONT Panel 2



Scene 112 CONT Panel 3



Dialogue
Steven: Yeah.

214

APR 10 2013

1020 003

1020 003

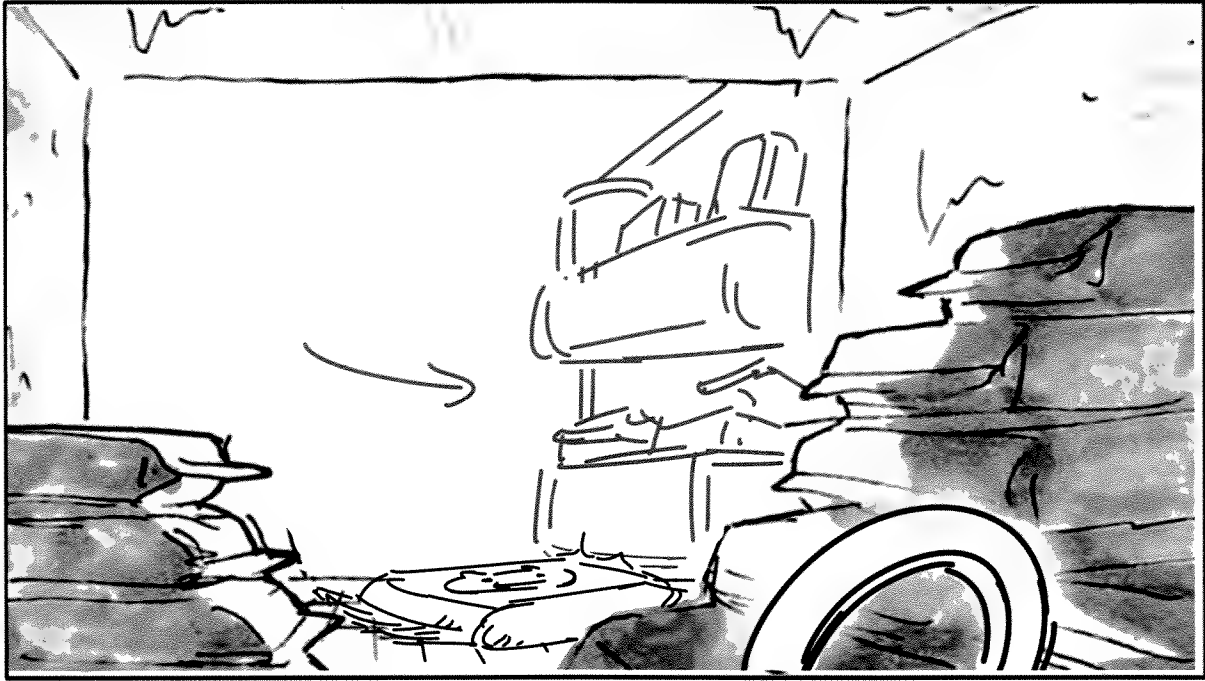
1020 003

Scene	113	Panel	1
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009

Scene	113 CONT	Panel	2
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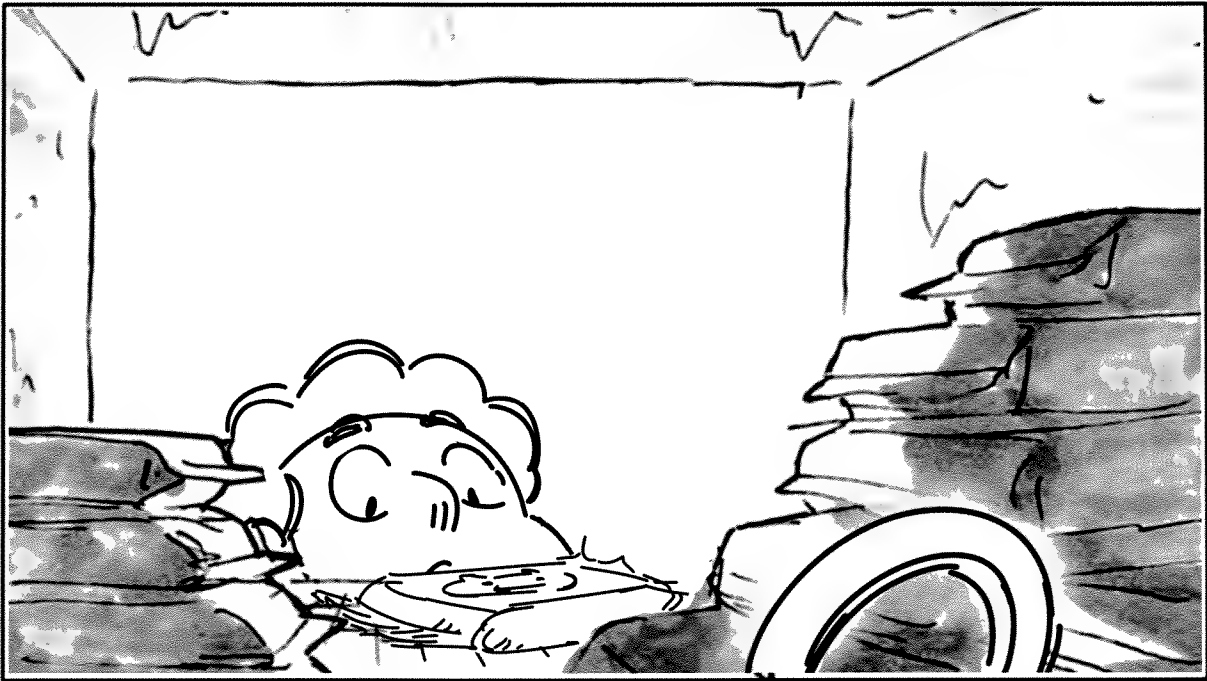
APR 10 2013

010

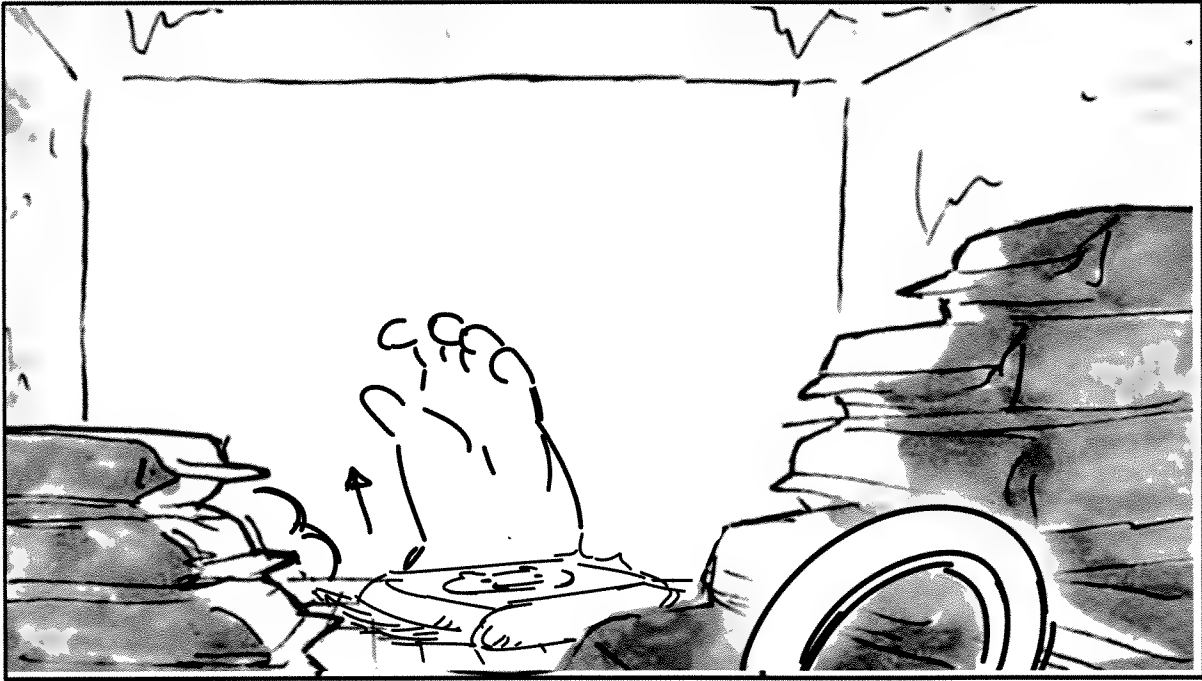
1020 003

1020 003

Scene	113 cont	Panel	3
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Scene	113 cont	Panel	4
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013

006

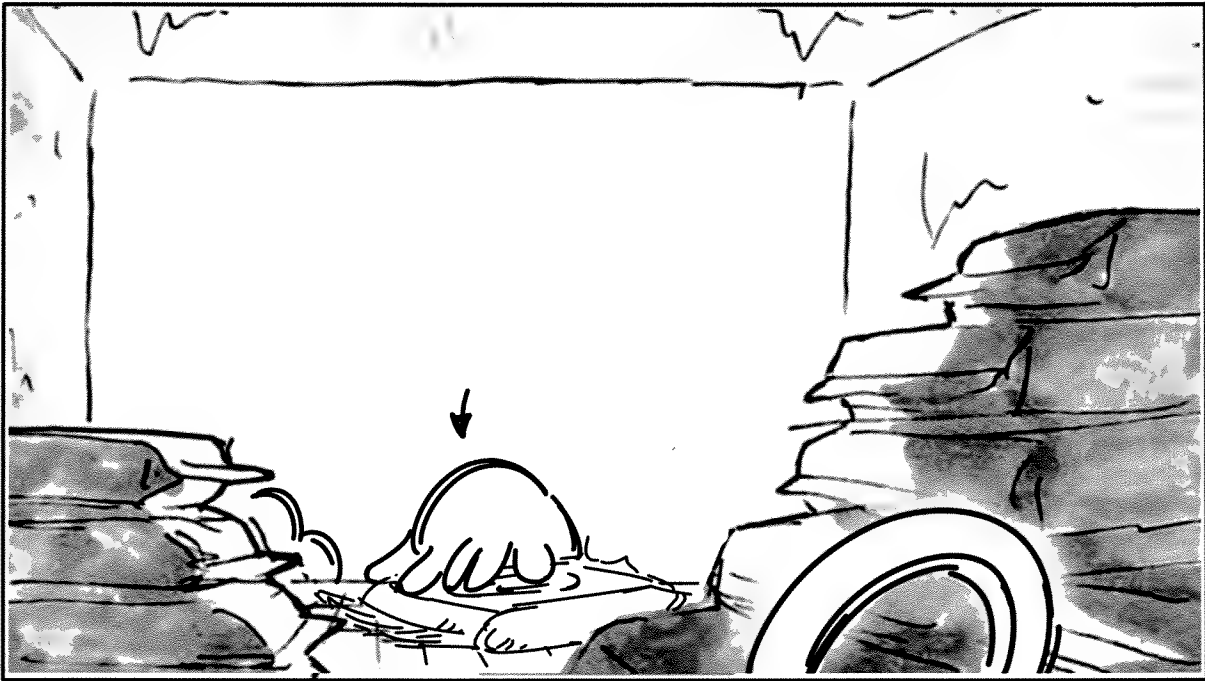
APR 10 2013

1020 003

1020 003

1020 003

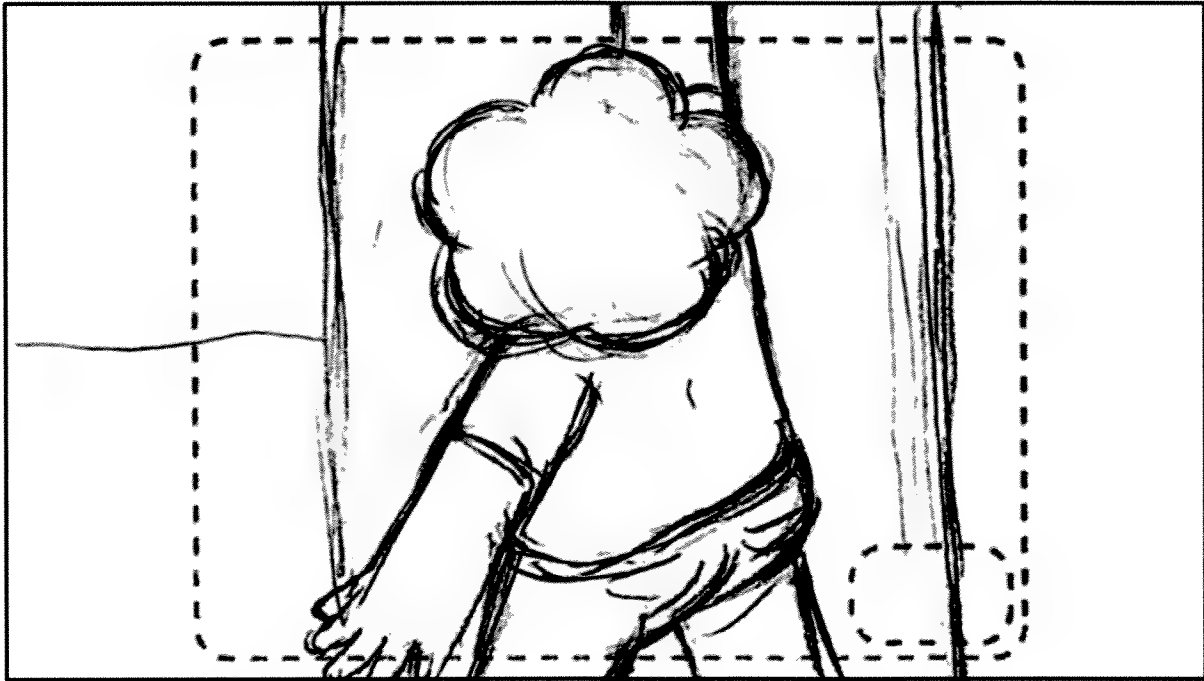
Scene	113 cont	Panel	5
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1020 003

006

Scene	114	Panel	1
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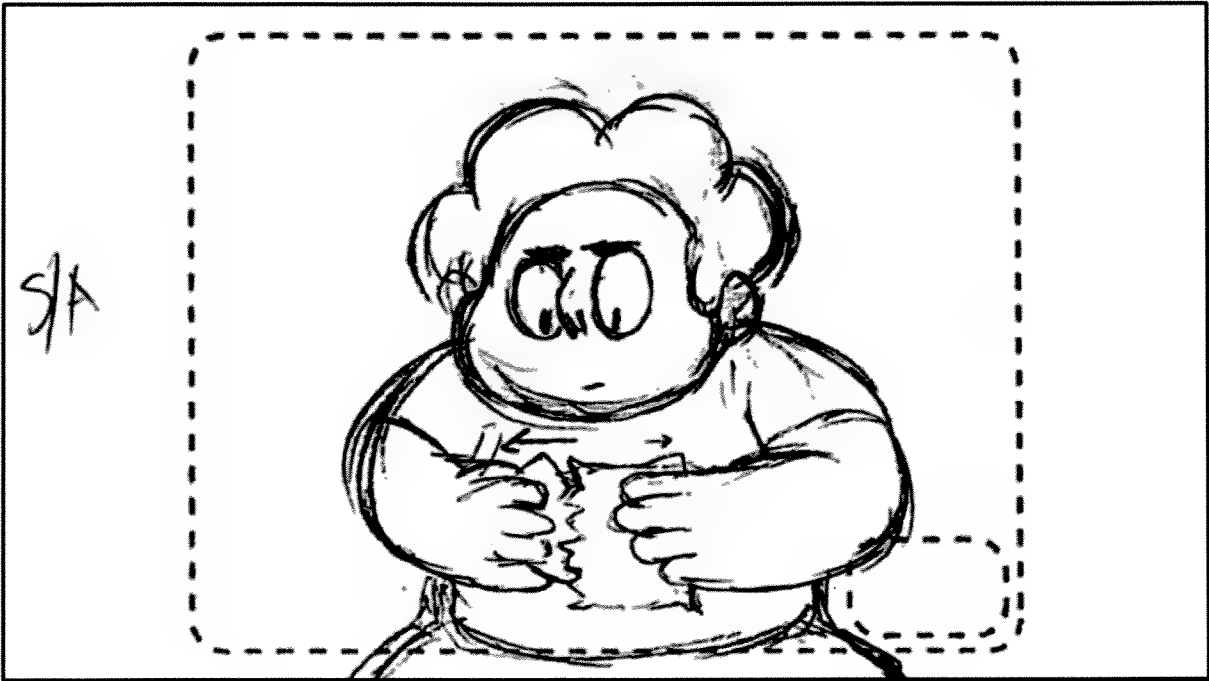
1020 003

009

APR 10 2013

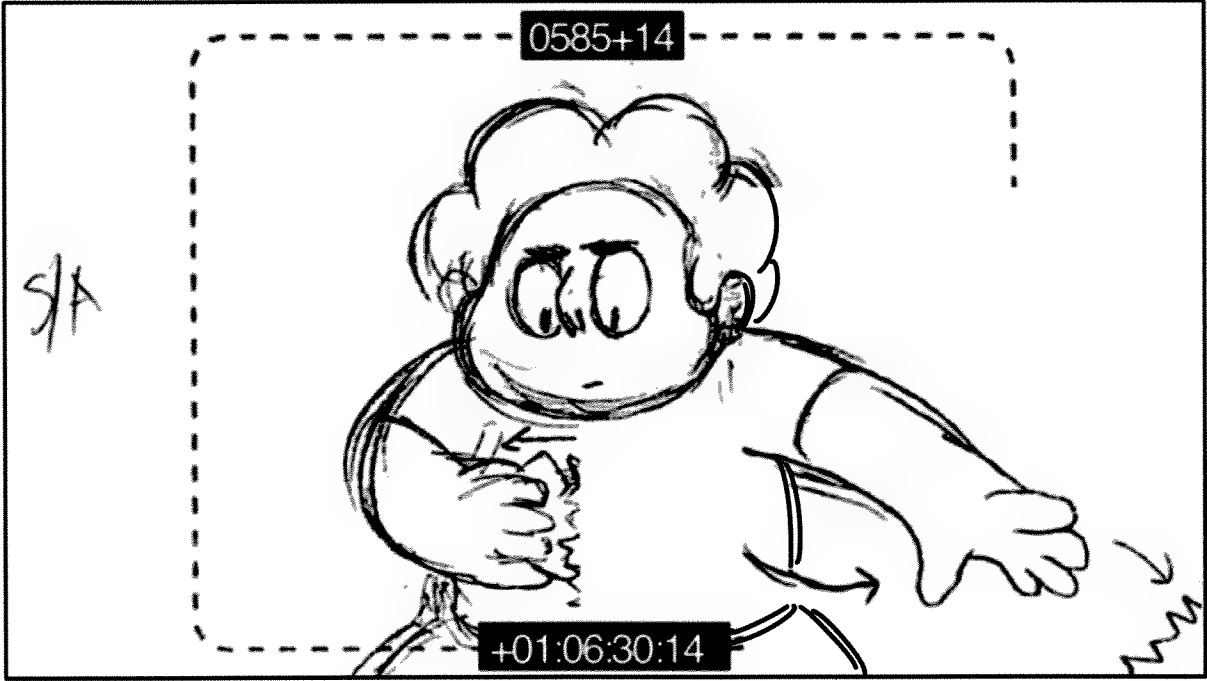
1020 003

Scene	114 CONT	Panel	2
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013

Scene	114 CONT	Panel	3
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APR 10 2013

012

Scene 114 CONT Panel 4



Dialogue
Steven: Then I took a bit of this Cookie Cat

215

Scene 114 CONT Panel 5



Dialogue
Steven: Oh wait! I sang the song first!

309

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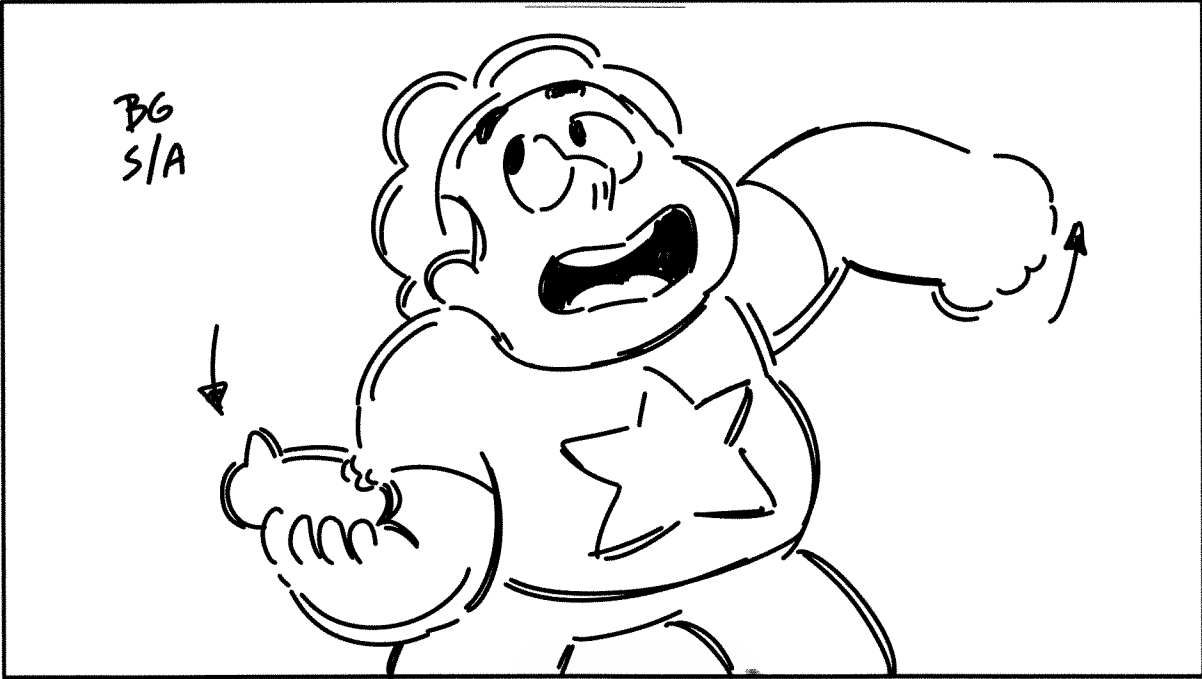
Scene 114 cont Panel 6



Dialogue
Steven: Uhh...

108

Scene 114 cont Panel 7

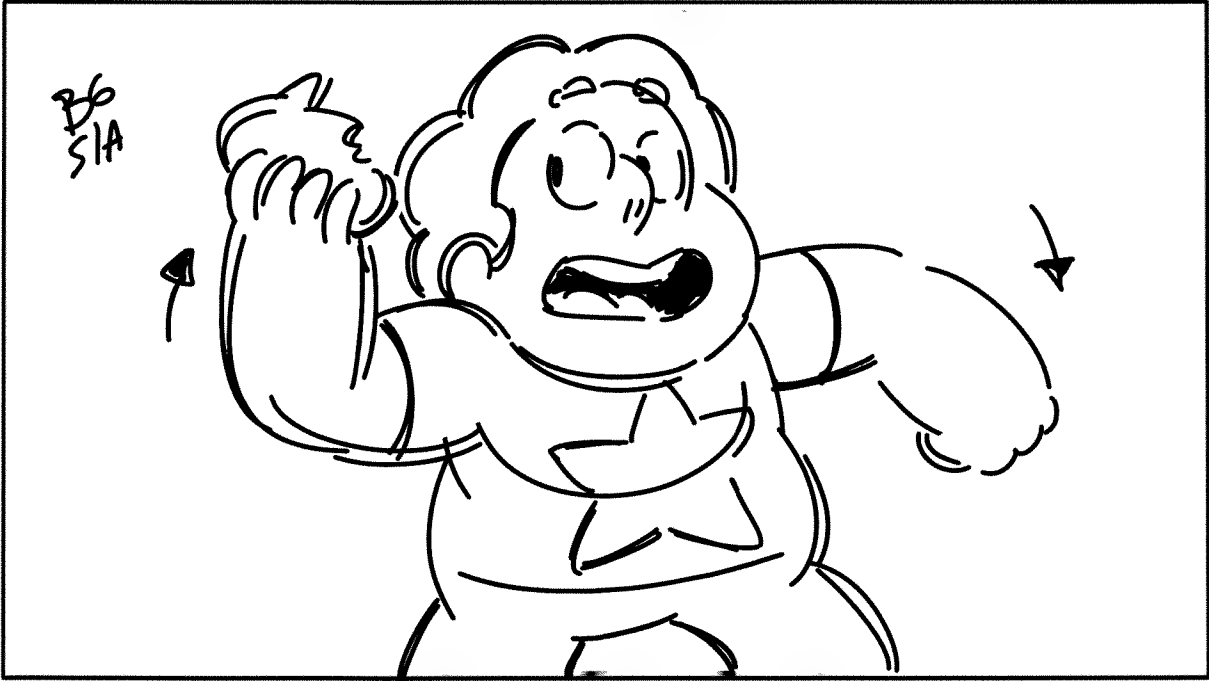


Dialogue
STEVEN: ..He's a frozen...

008

APR 10 2013

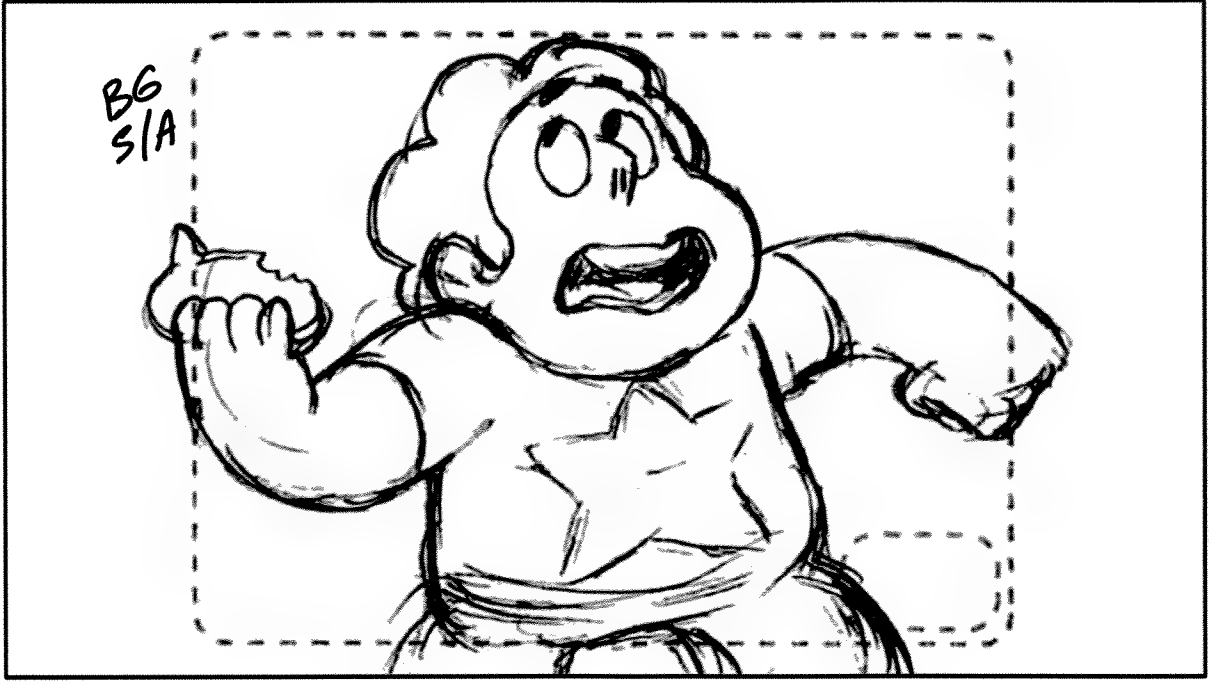
Scene 114 CONT Panel 8



Dialogue
Steven: ...treat...

009

Scene 114 CONT Panel 9

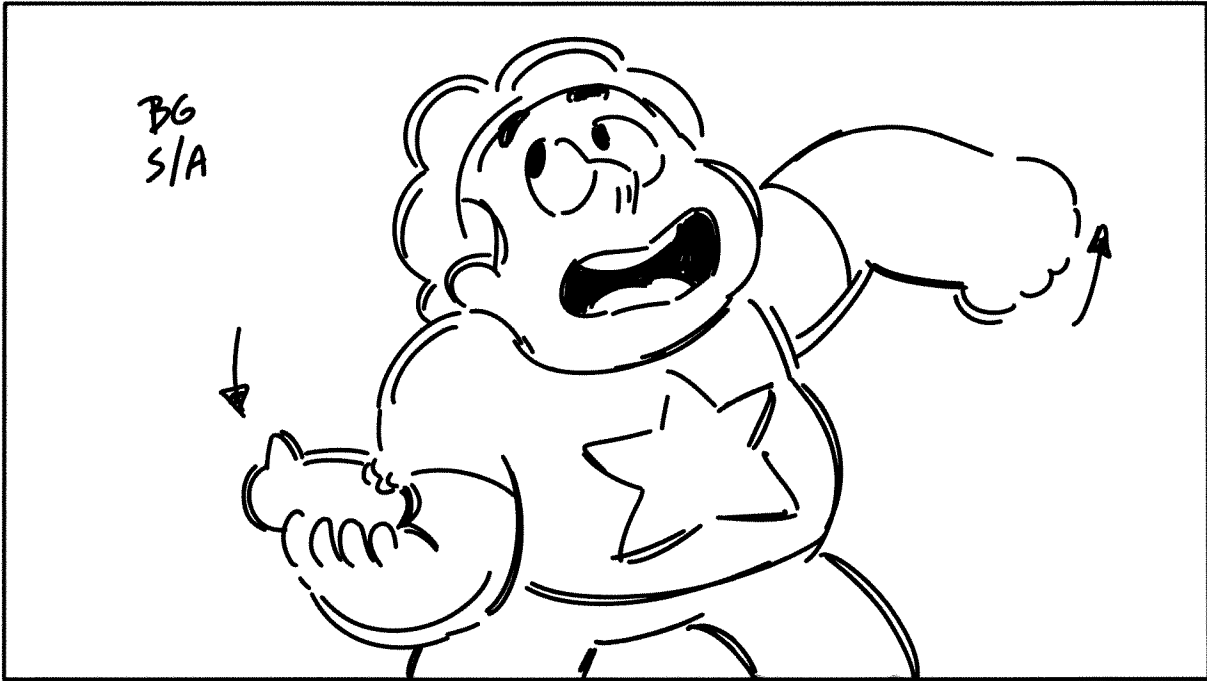


Dialogue
Steven: ... all new taste...

112

APR 10 2013

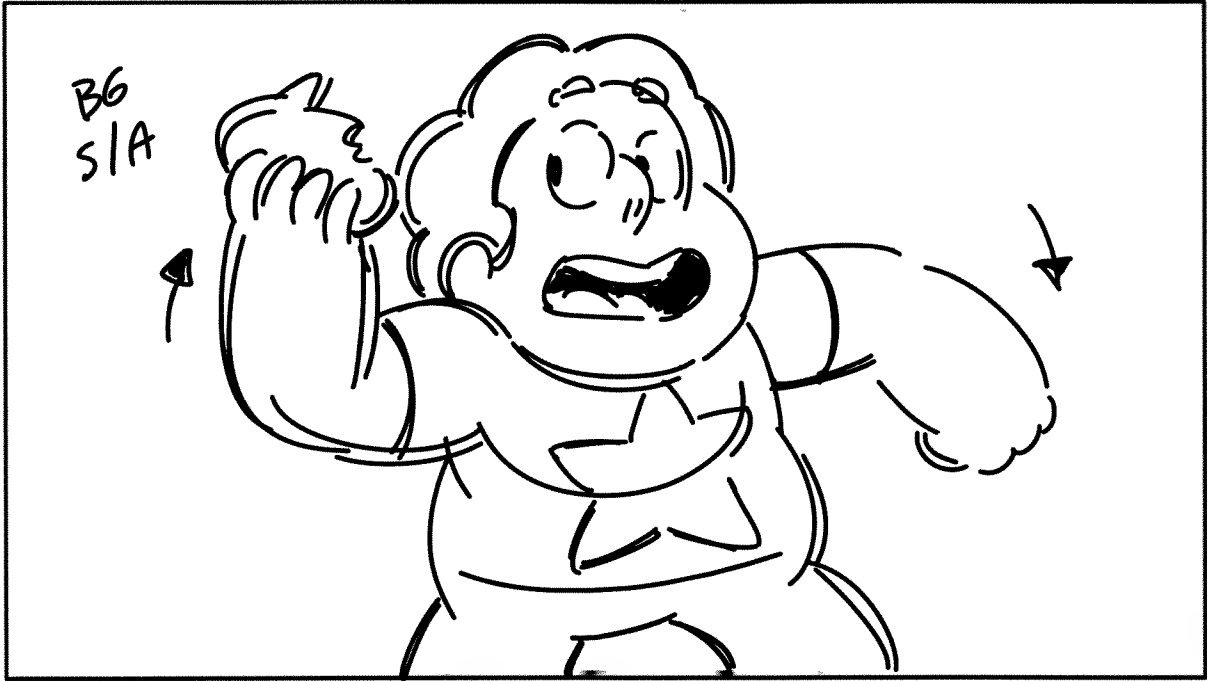
Scene 114 cont Panel 10



Dialogue
Steven:... interstellar...

008

Scene 114 cont Panel 11

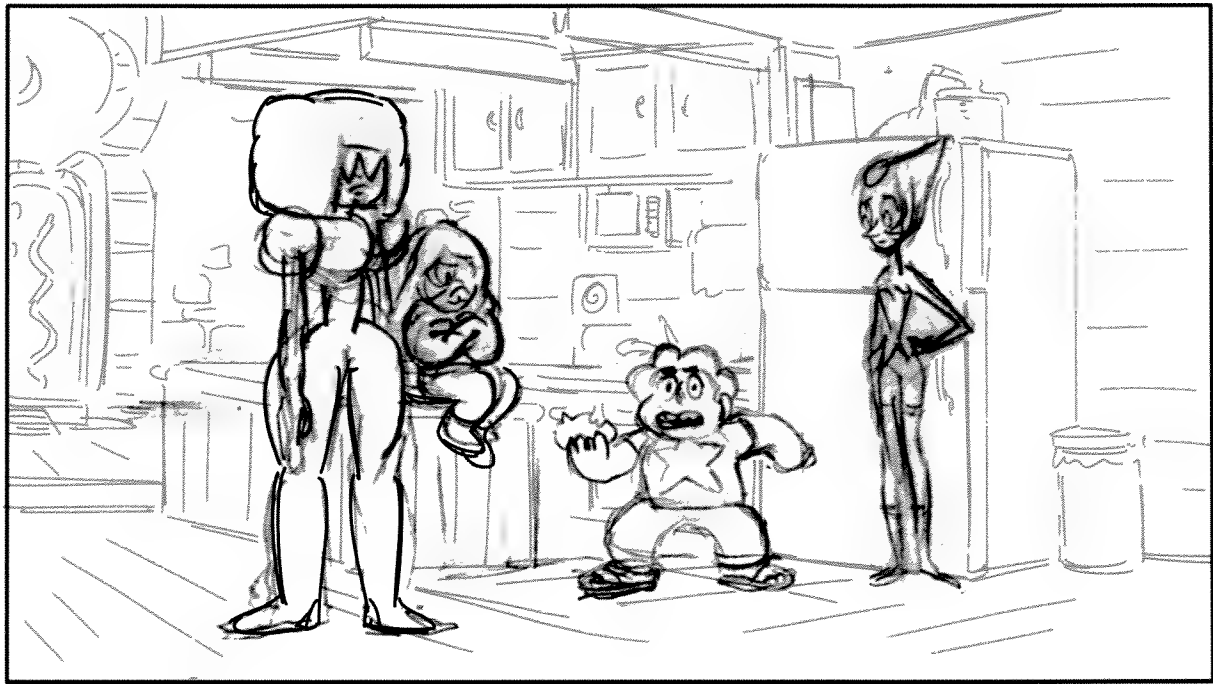


Dialogue
Steven: ...war...

015

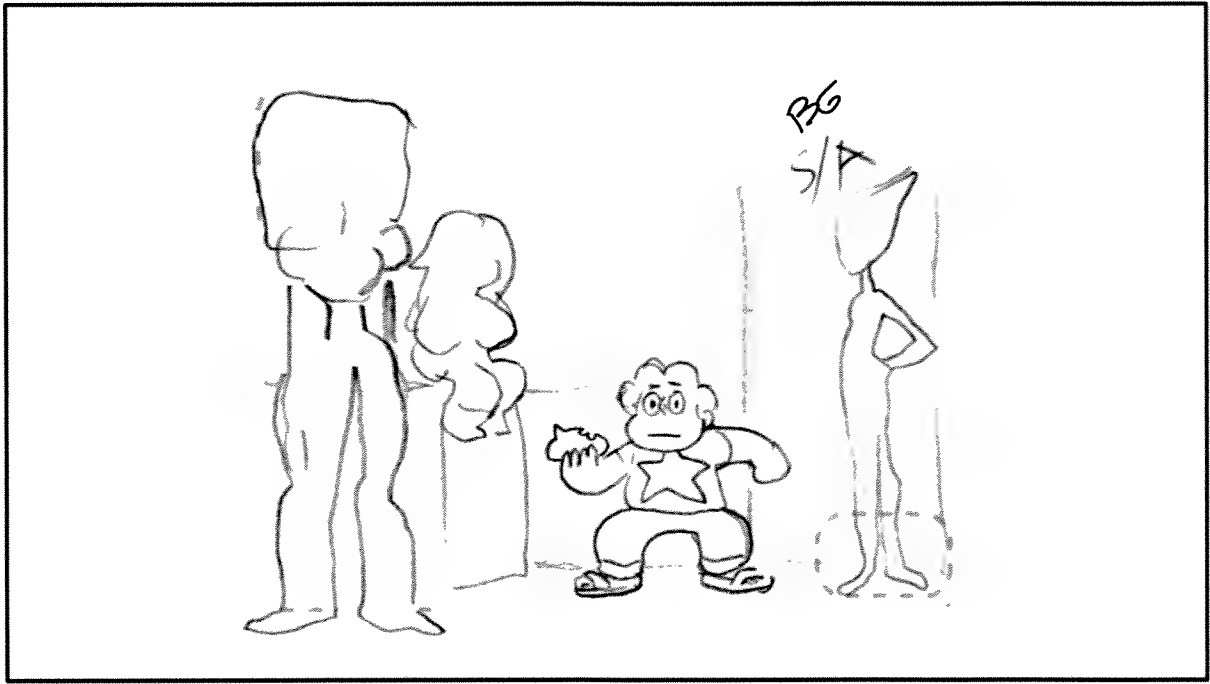
APR 10 2013

Scene 115 Panel 1



Dialogue
Steven: ...And now available at Gurgens.

Scene 115 CONT Panel 2



Action Notes
- Awkward beat -

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2⁰⁰

2⁰⁰

Scene	114 CONT	Panel	3
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Dialogue

Steven: Aww it was funnier last time...

400

Scene	115 CONT	Panel	4
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Prs 4+5

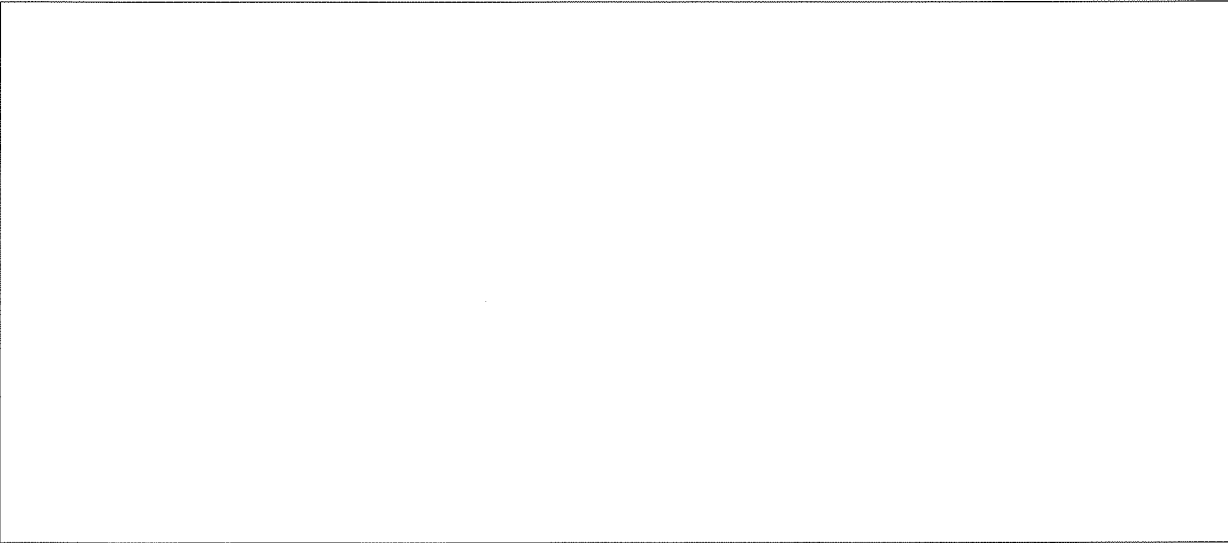
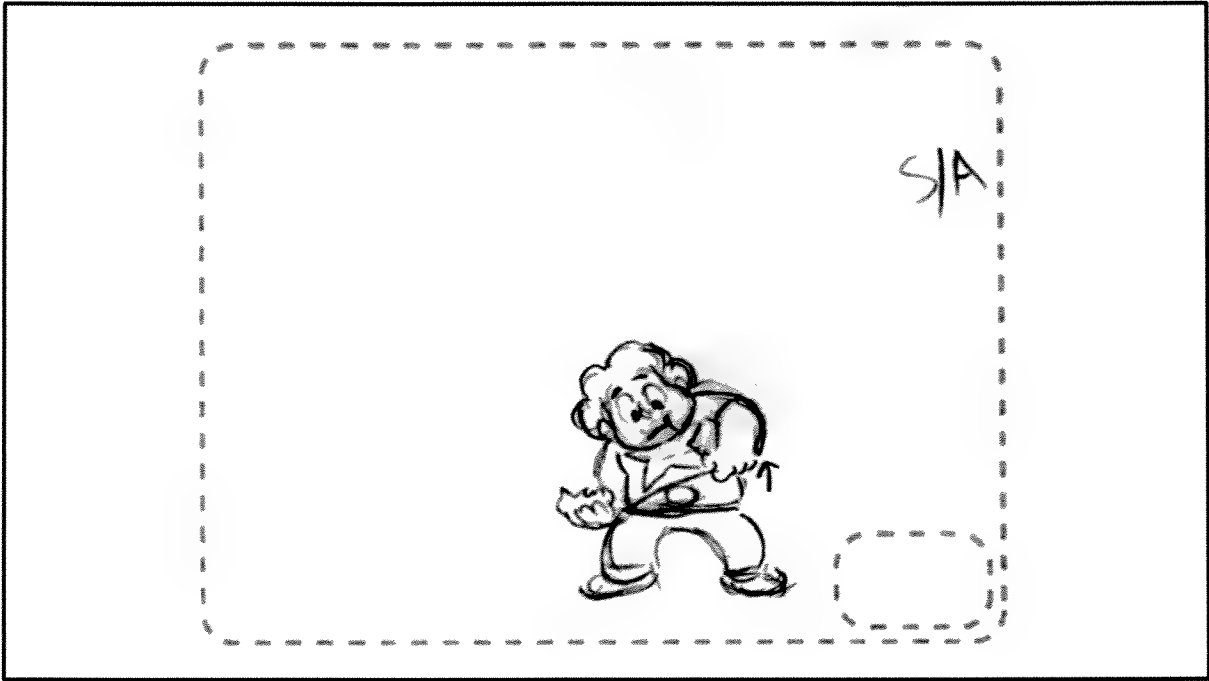
010

JUN 10 2013

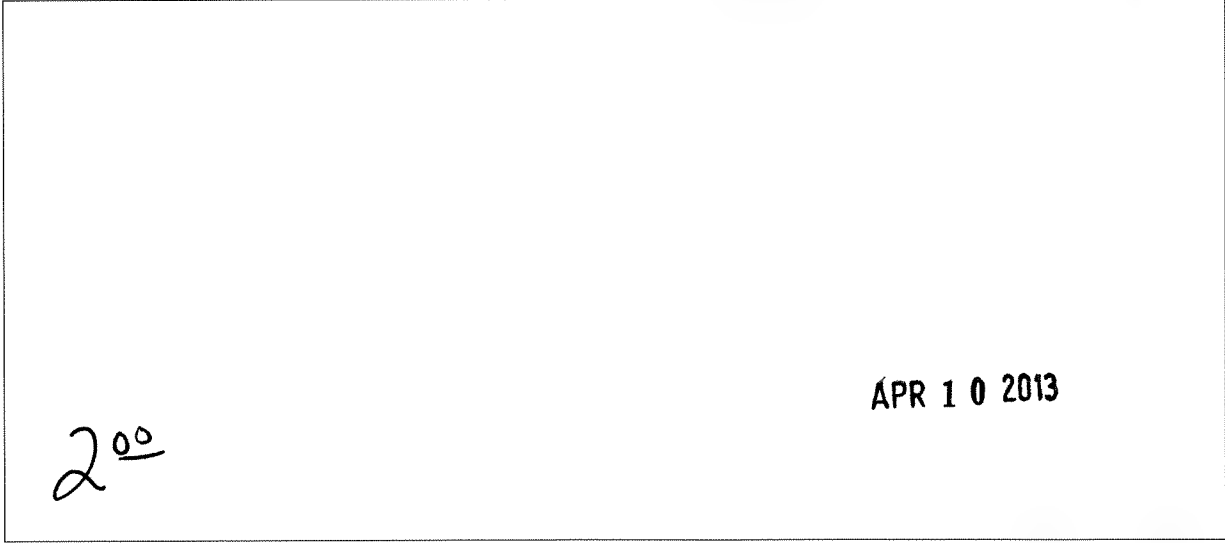
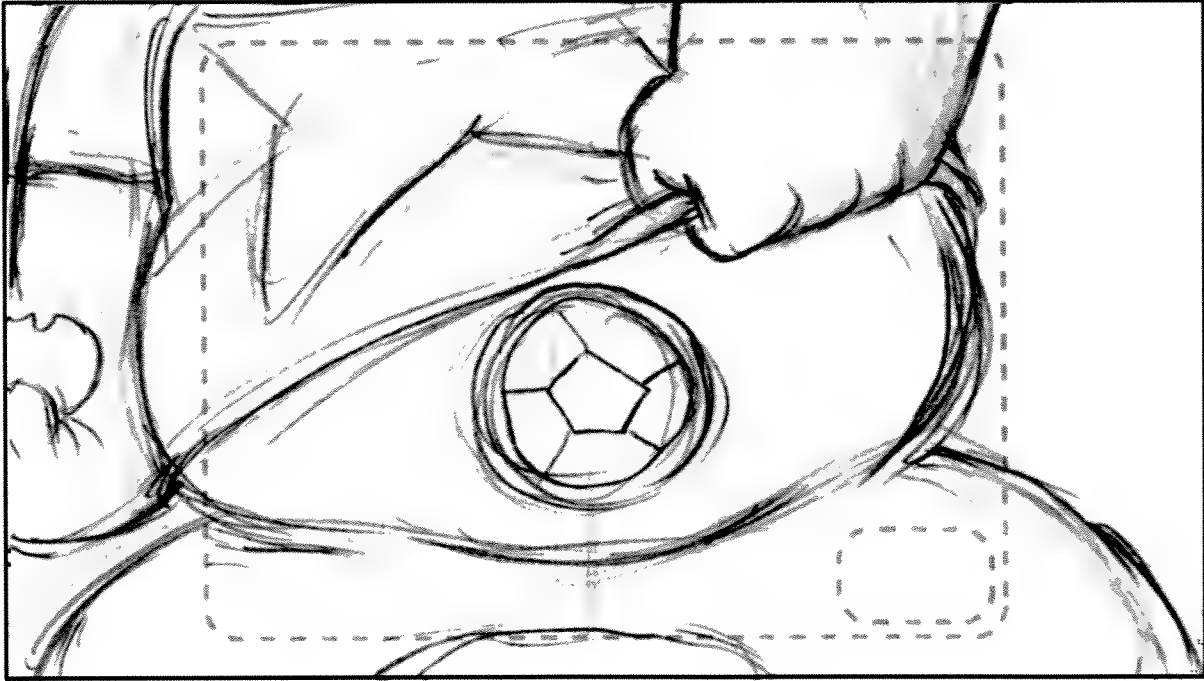
1020 003

1020 003

Scene 115 cont Panel 5



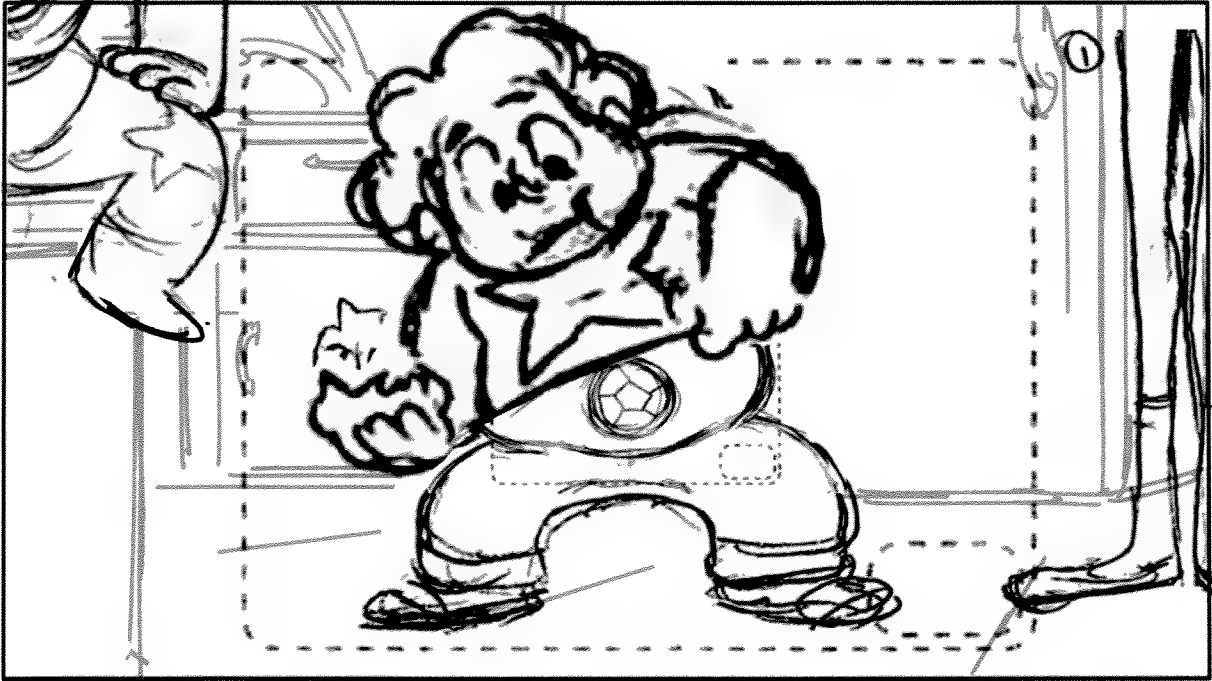
Scene 116 Panel 1



200

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Scene 117 Panel 1



Scene 117 CONT Panel 2



Dialogue
Steven: Sigh... Maybe I'm not a real Crystal Gem...

APR 10 2013

407

0⁰⁴

2/16/14 NEXT

Scene	117 CONT	Panel	3
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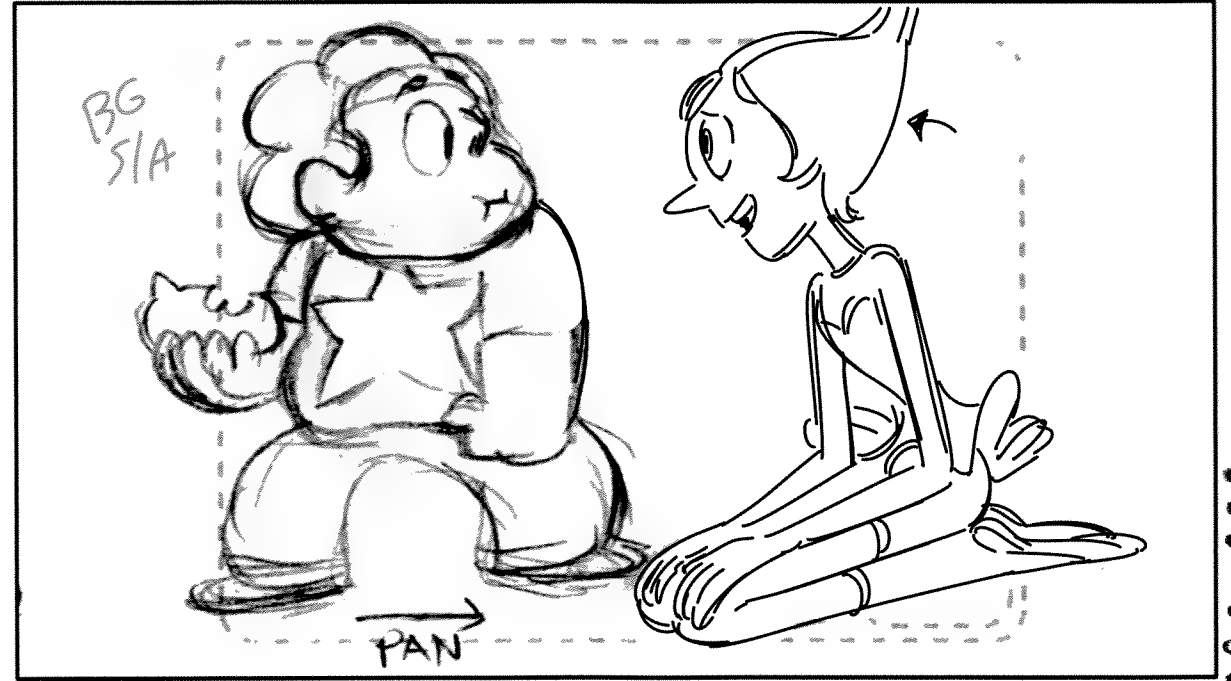


Action Notes

Camera pan screen left to right.

006

Scene	117 CONT	Panel	4
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Dialogue

Pearl: Don't be silly Steven,

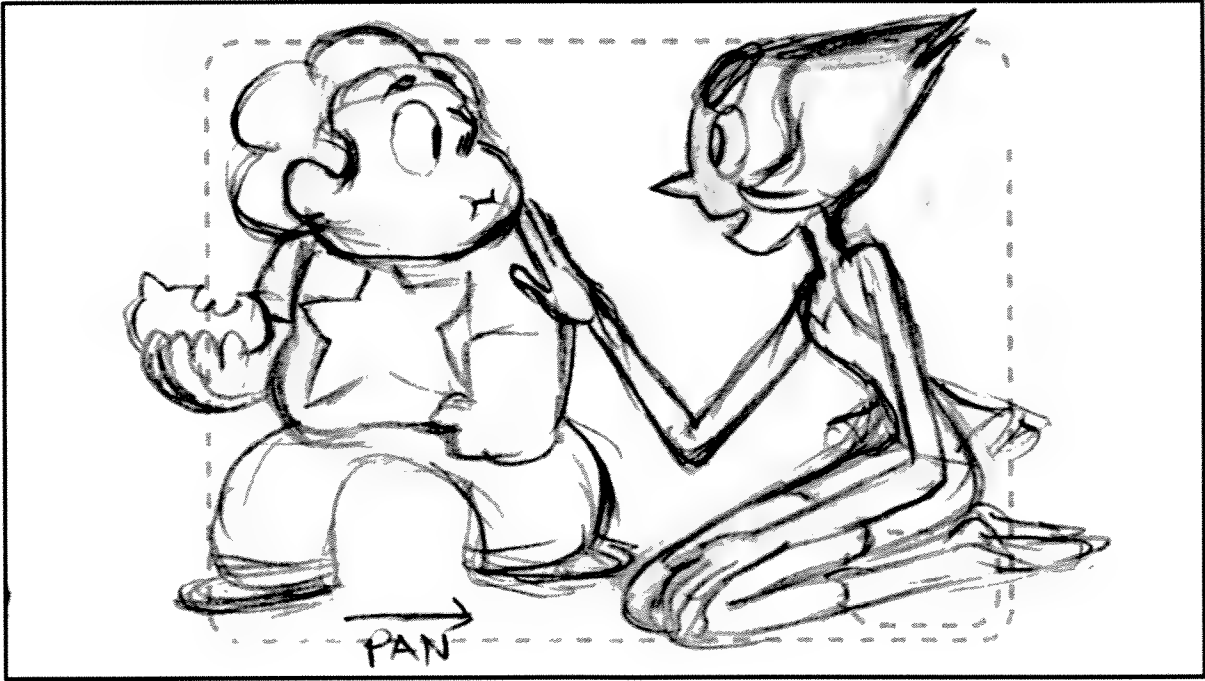
Pls 4+5
507

APR 10 2013

1020 003

1020 003

Scene 117 CONT	Panel 5
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Dialogue
Pearl: of course you are!

APR 10 2013

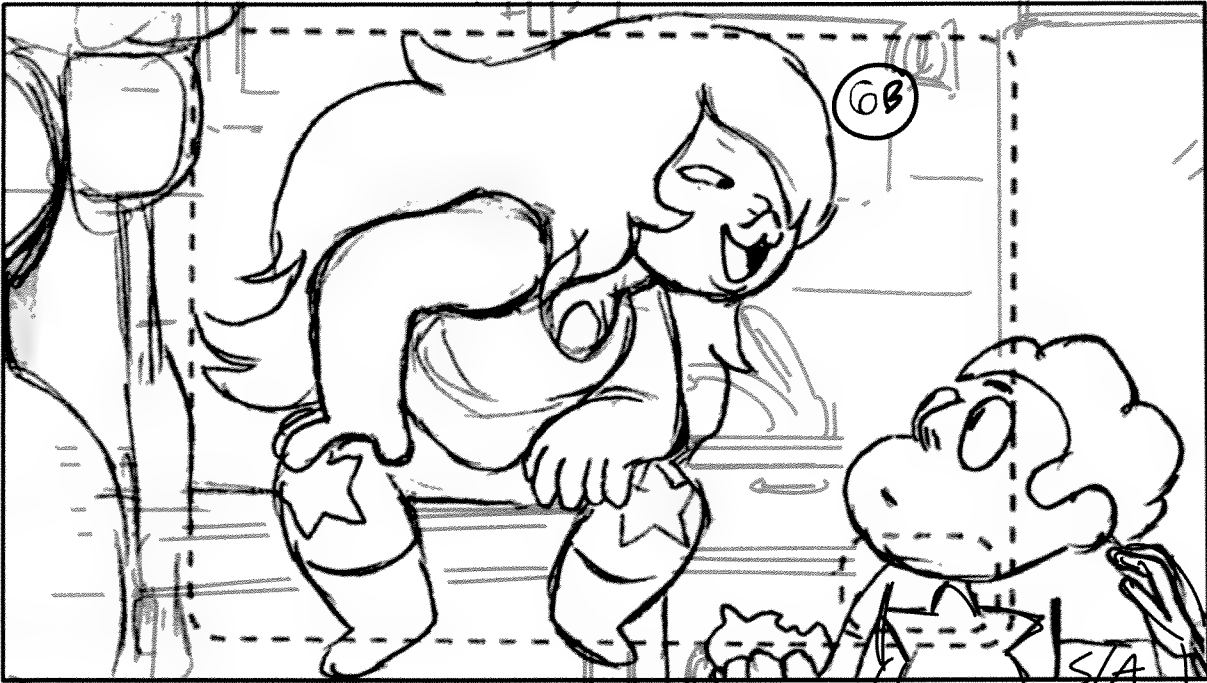
1020 003

1020 003

1020 003

217ANEXT

Scene	117CONT	Panel	6
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PAN

S/A

5'05

Dialogue

Amethyst: And you're fun to have around! Even if your gem is useless.

Action Notes

Camera pan from screen right to left towards Amethyst.



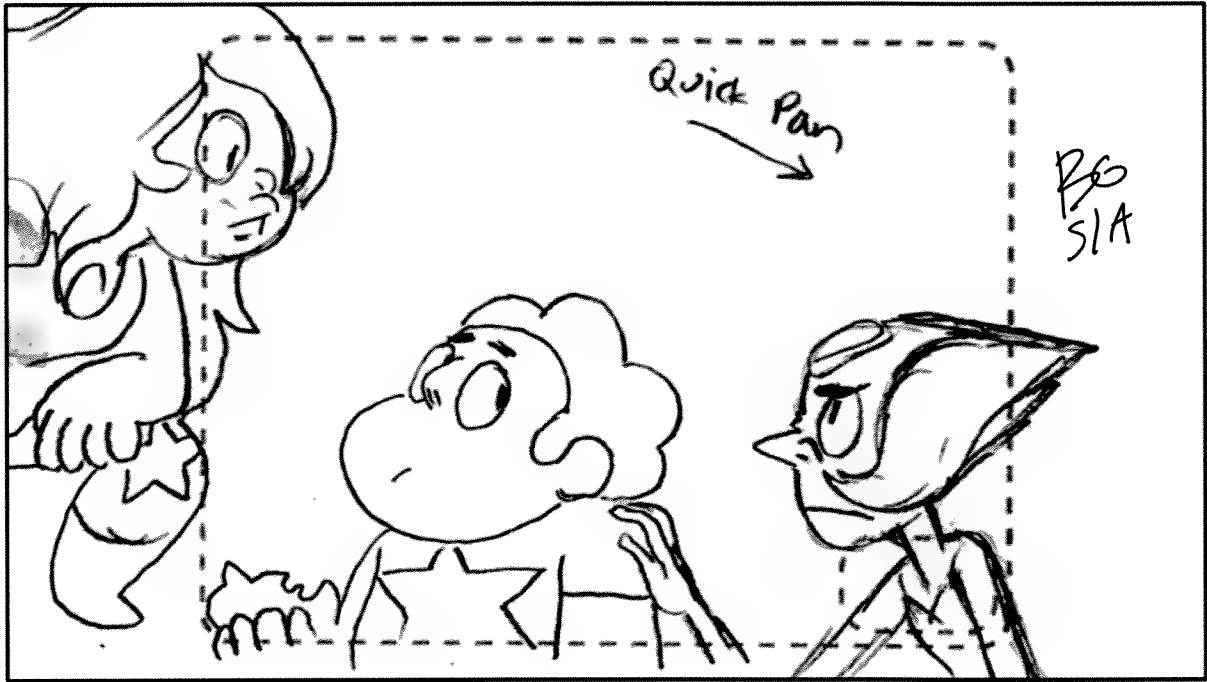
1020 003

APR 10 2013

1020 003

2/8 NEXT

Scene	117 CONT	Panel	7
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Dialogue

Pearl noise: (Growl)

Action Notes

Camera quick pan from screen left to right back to Pearl.

104

APR 10 2013

219 NEXT

Scene 117 CONT Panel 10



Dialogue
Amethyst:
Gems
We're not The Crystal

Pels 9+10
602

Scene 117 CONT Panel 11



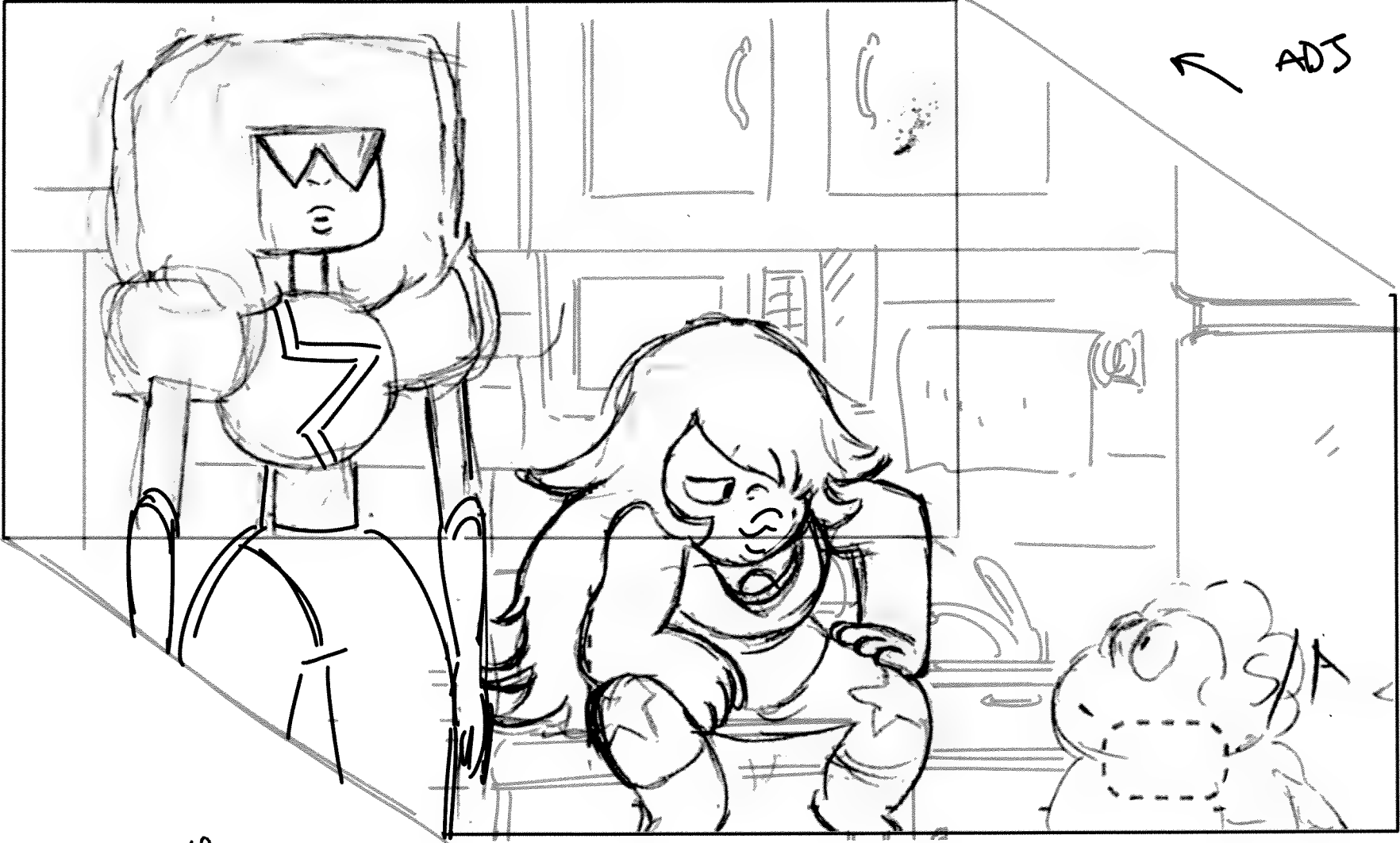
Dialogue
Amethyst:
without you.

APR 10 2013

1020 003

219A-NEXT

Scene	Panel
117CONT	12



O¹⁰

APR 10 2013

1020 003

1020 003

220 NEXT

Scene	117 CONT	Panel	13
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109

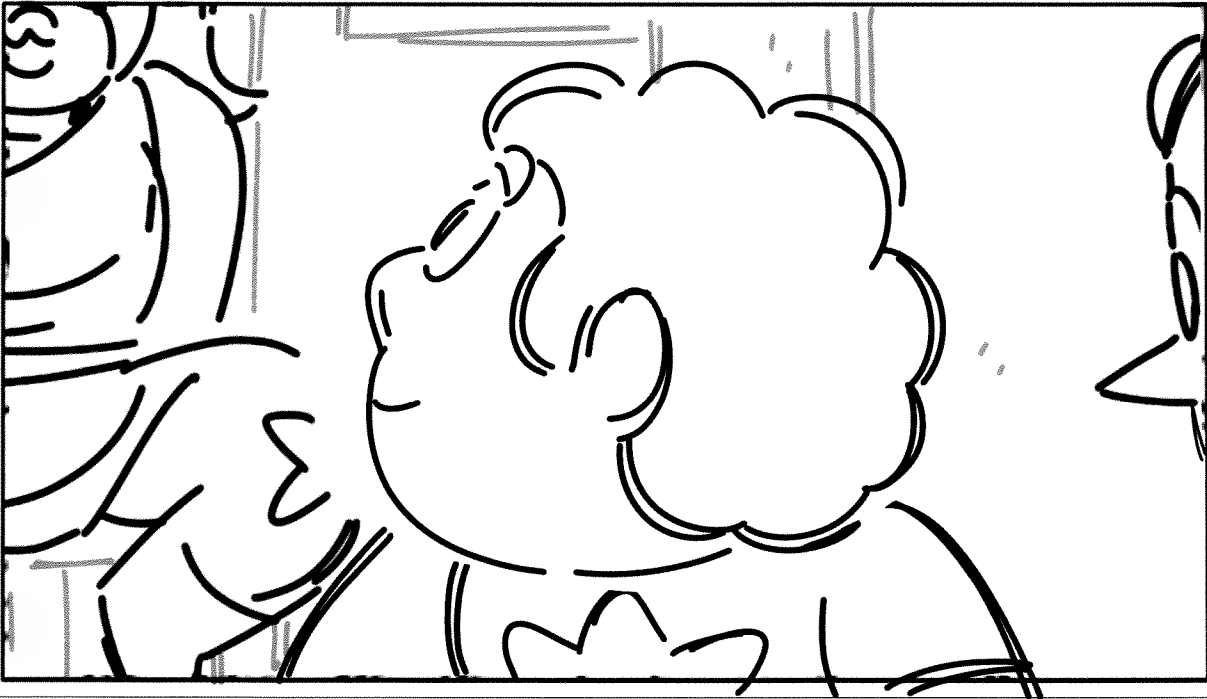
APR 10 2013

1020 003

1020 003

1020 003

Scene 118 Panel 1



Scene 118 CONT Panel 2



014

008

APR 10 2013

1020 003

1020 003

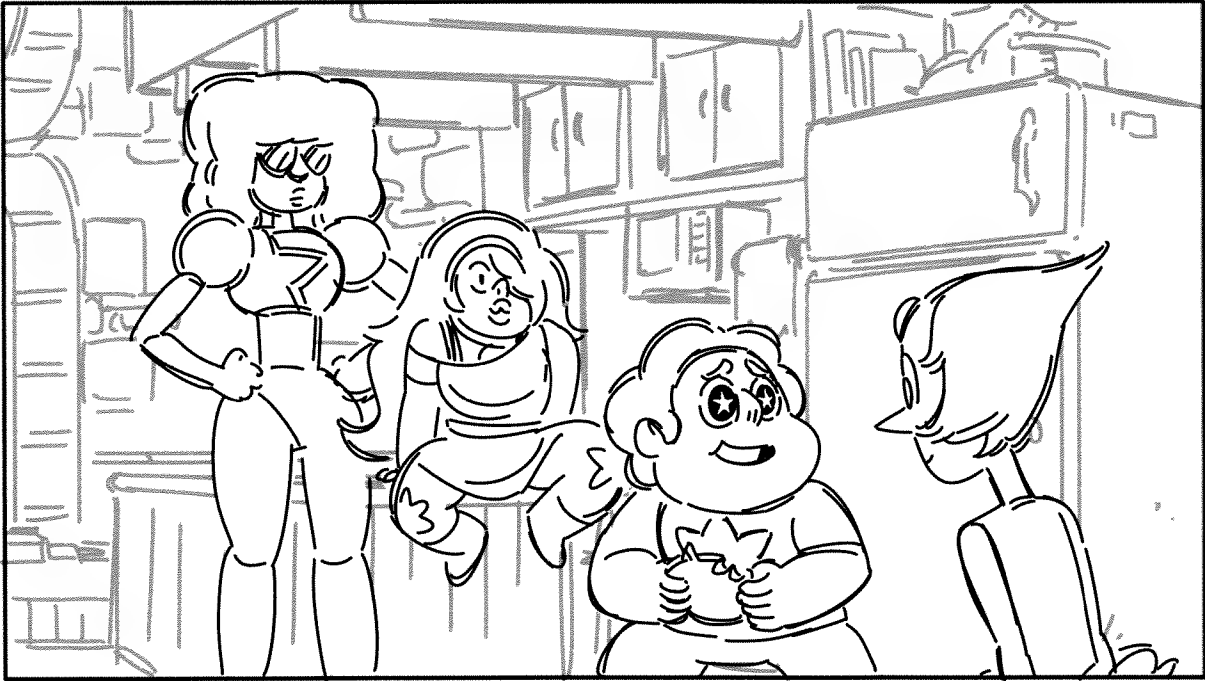
1020 003

Scene 118 CONT Panel 3



Dialogue
Steven: Yeah...

Scene 118A Panel 1



Dialogue
Steven: ...even if I don't have powers...

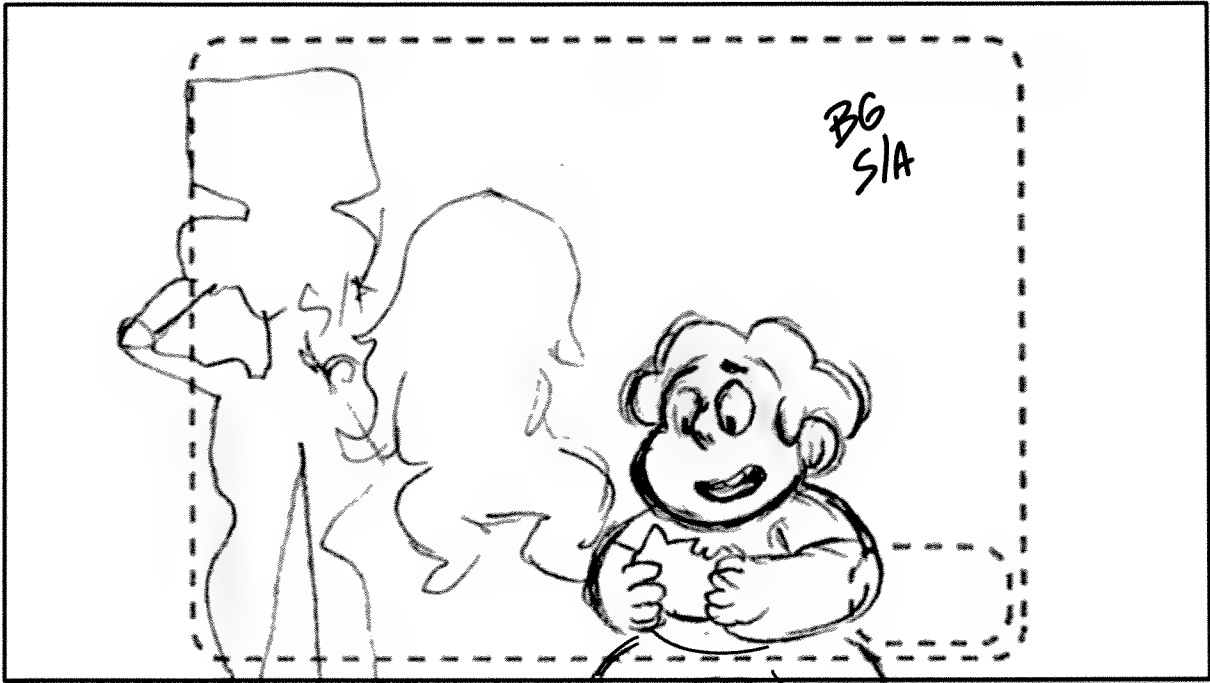
APR 10 2013

407

1020 003

1020 003

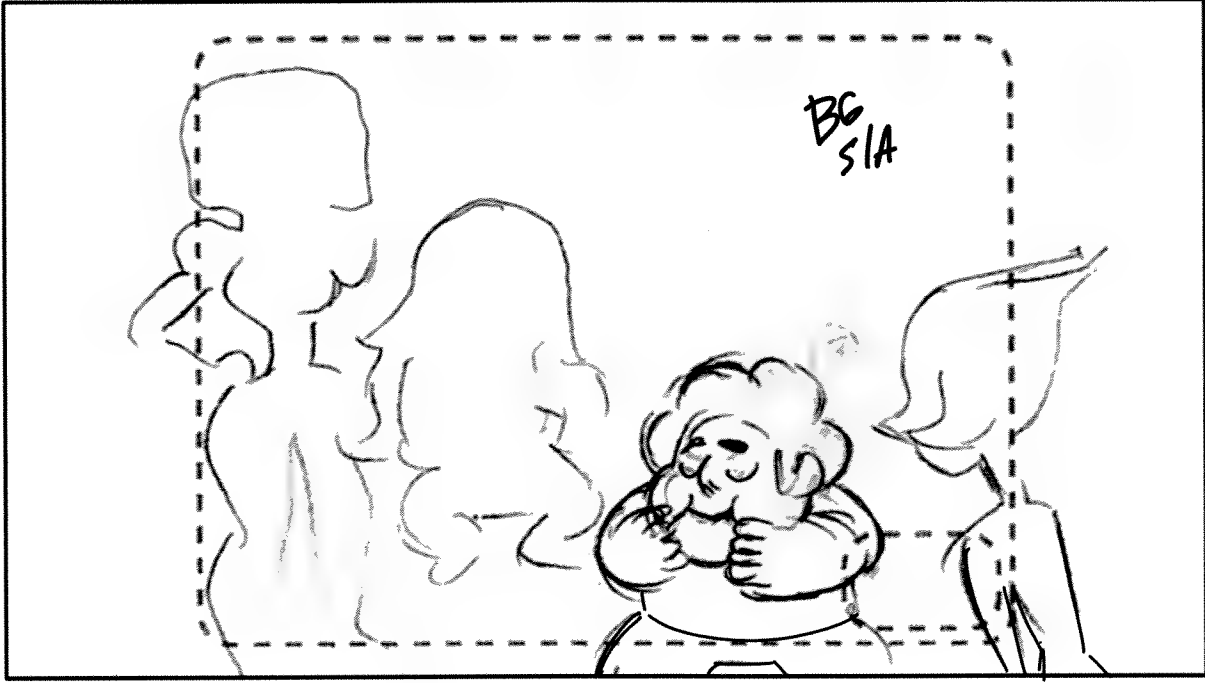
Scene	118A cont
Panel	2



Dialogue
Steven: I've still got ... Cookie Cat.

11

Scene	118A cont
Panel	3



Dialogue
Steven noise: (Yumm)

11

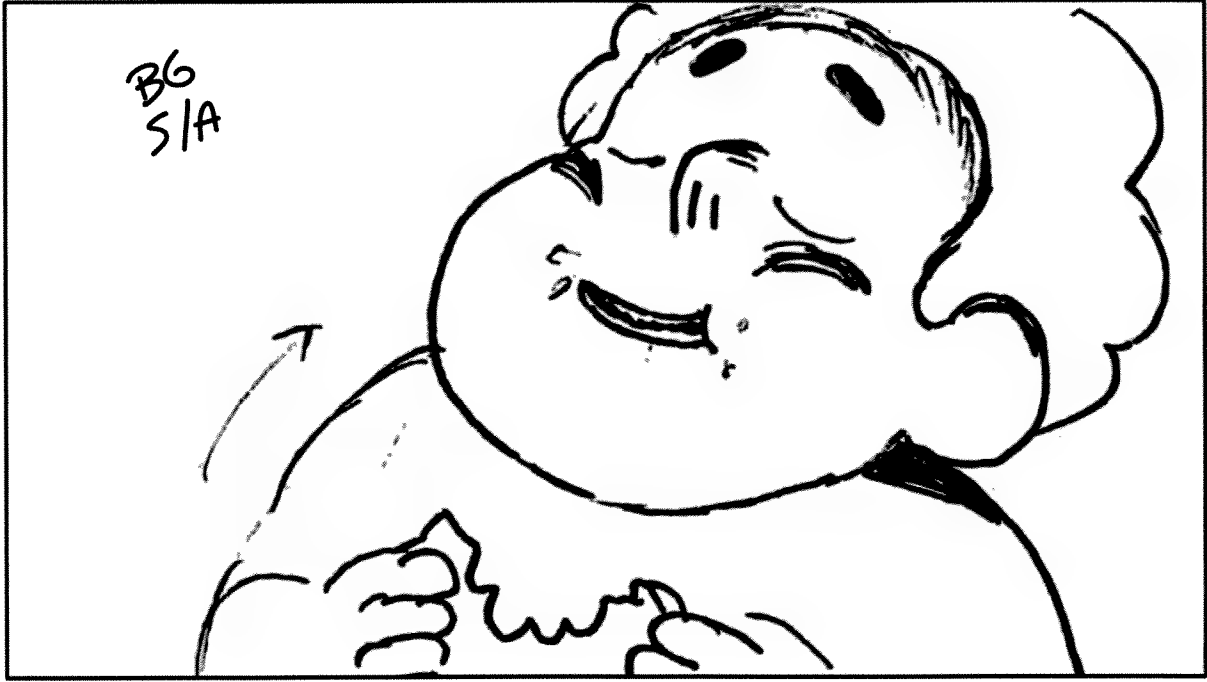
APR 10 2013

Scene	119	Panel	1
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102

Scene	119 CONT	Panel	2
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Dialogue

Steven: So goood....

Action Notes

Food in mouth

204

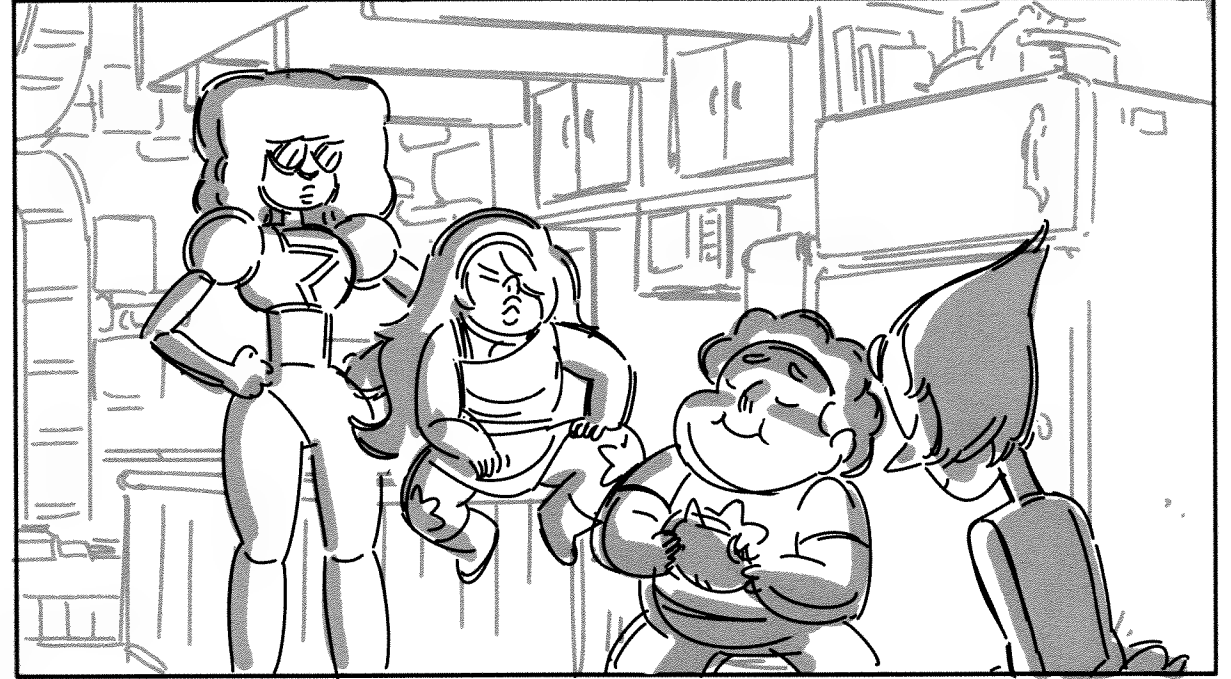
APR 10 2013

Scene	119 CONT	Panel	3
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104

Scene	120	Panel	1
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007

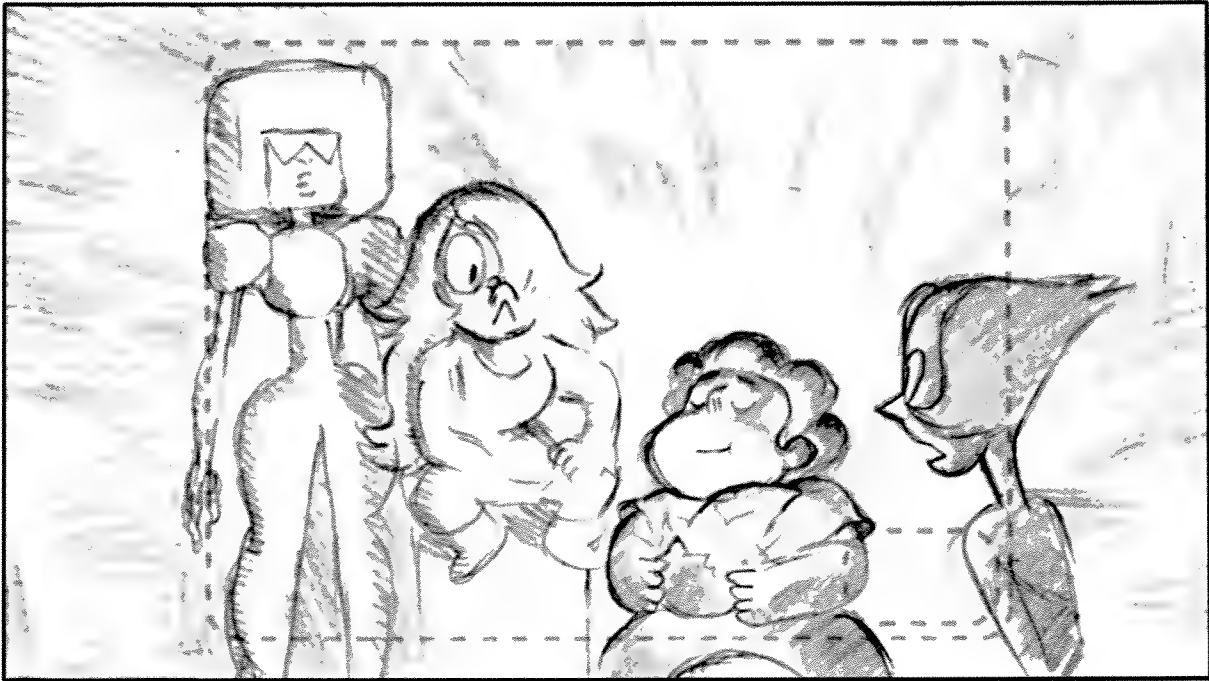
APR 10 2013

1020 003

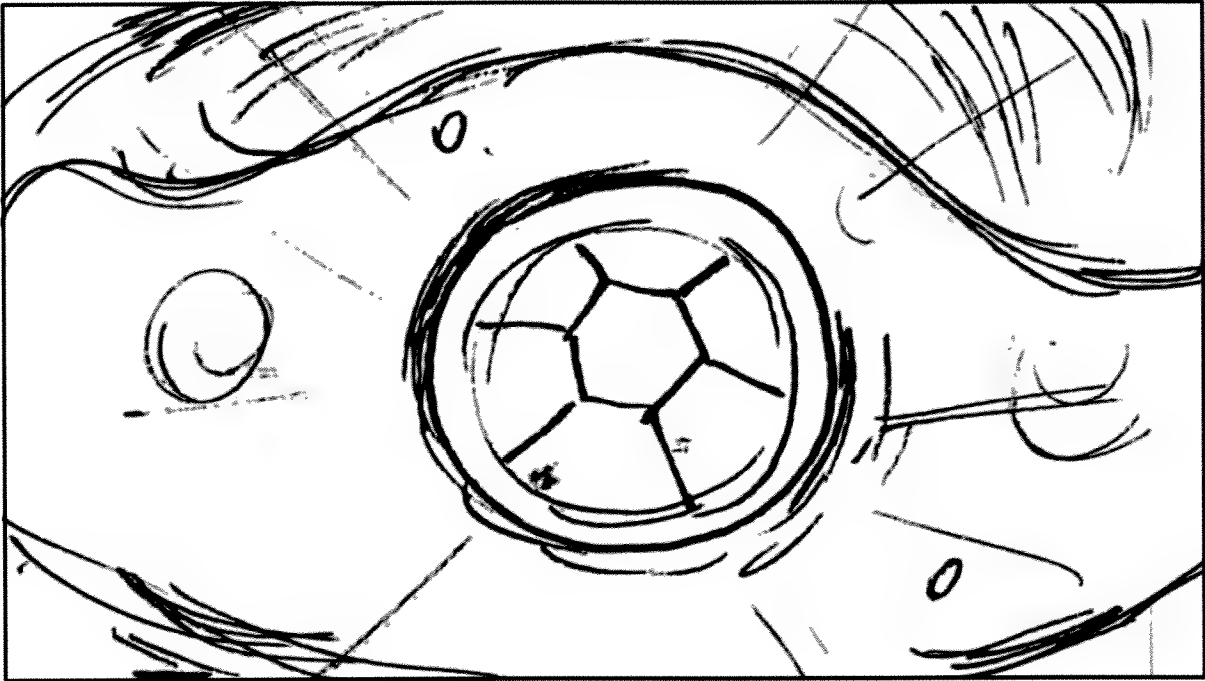
1020 003

1020 003

Scene	120 cont	Panel	7
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Scene	121	Panel	1
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1020 003

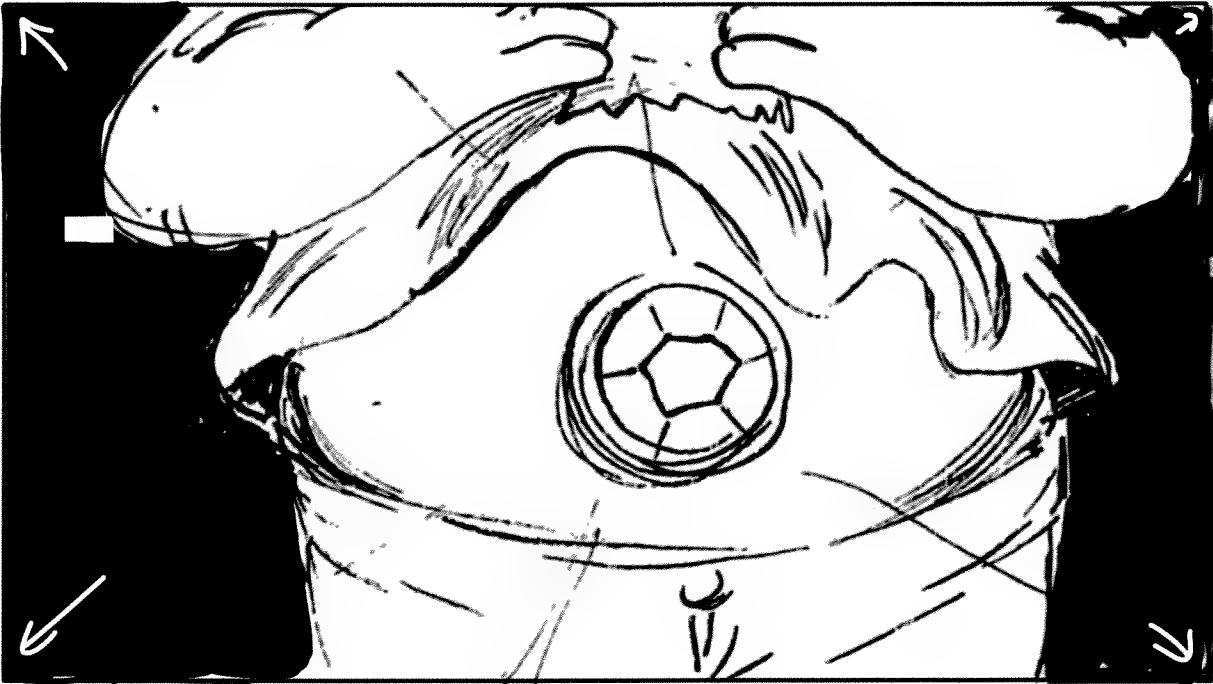
1020 003

108

100

APR 10 2013

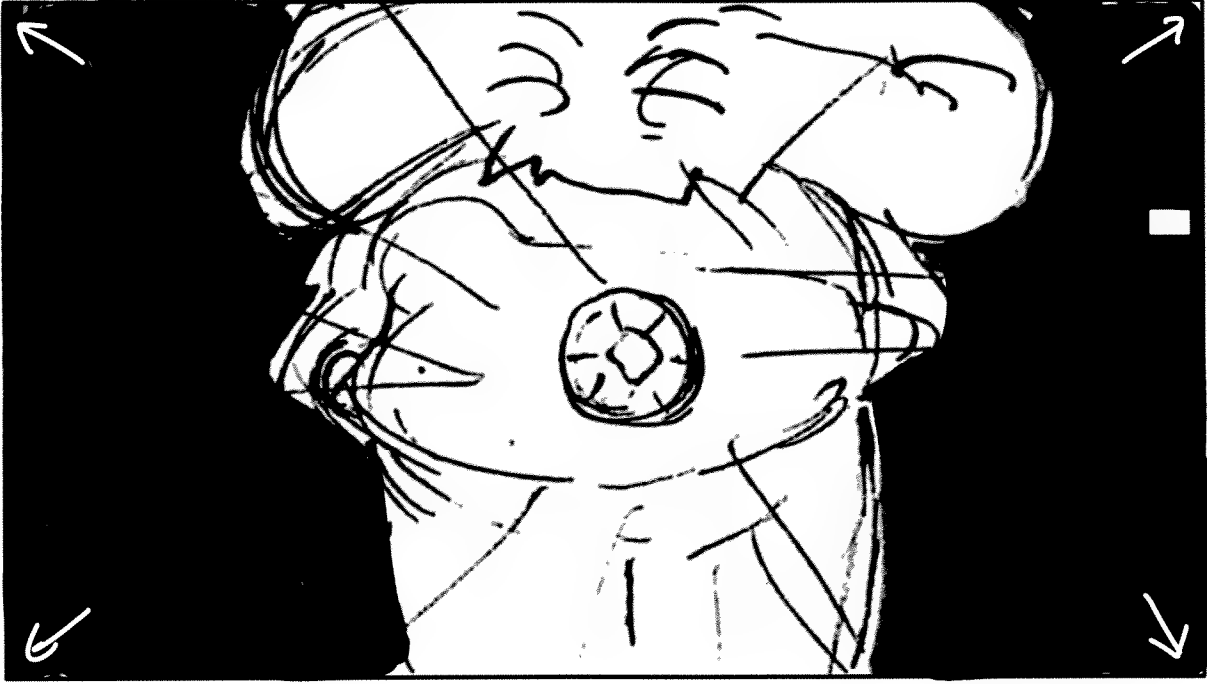
Scene	12/ CONT	Panel	2
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TRUCK OUT

008

Scene	12/ CONT	Panel	3
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TRUCK OUT

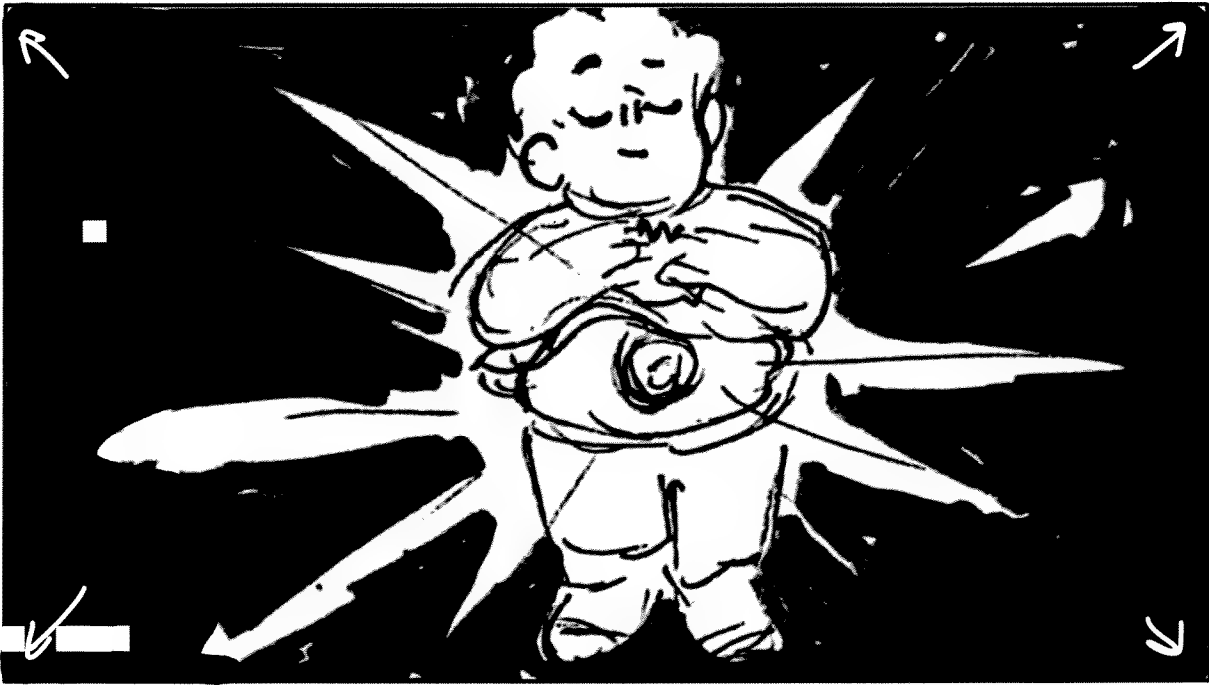
009

APR 10 2013

1020 003

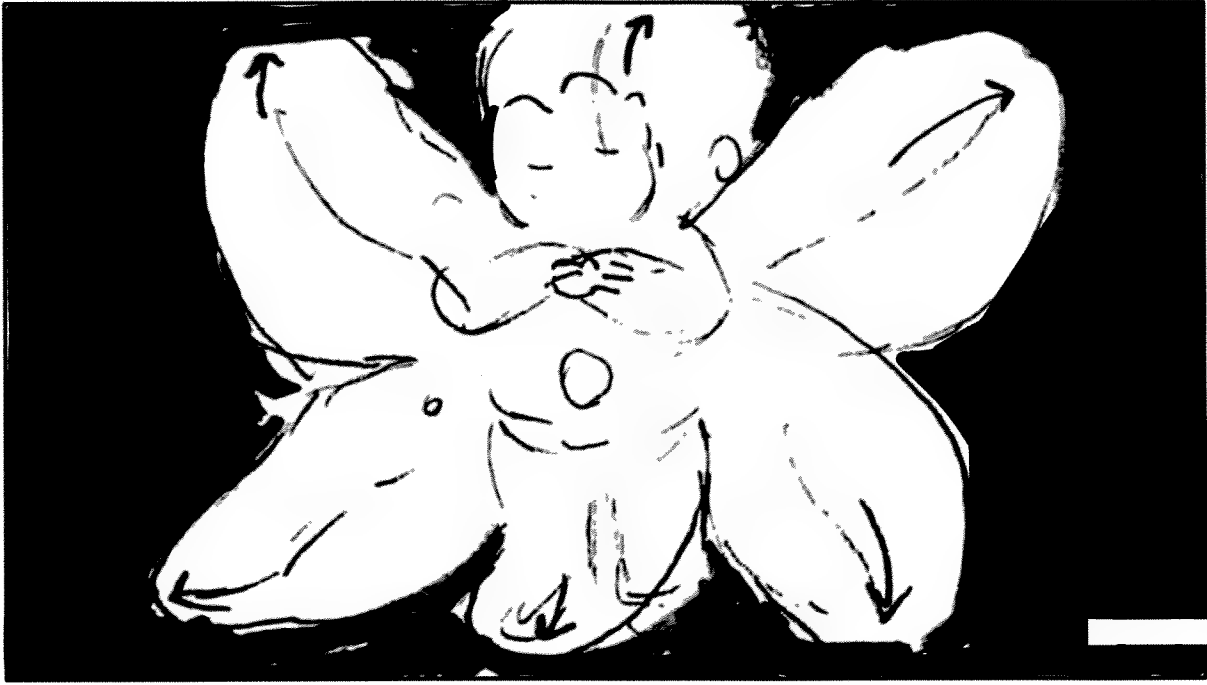
1020 003

Scene	12/CONT	Panel	4
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END TRUCK OUT

Scene	12/CONT	Panel	5
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Action Notes
Light blooms outward like a rose.

APR 10 2013

008

107

Scene	Panel
12/CONT	6



Action Notes
Screen fills with light.
007

Scene	Panel
122	1



Action Notes
Light fades.
Camera slow pull out.
403
APR 10 2013

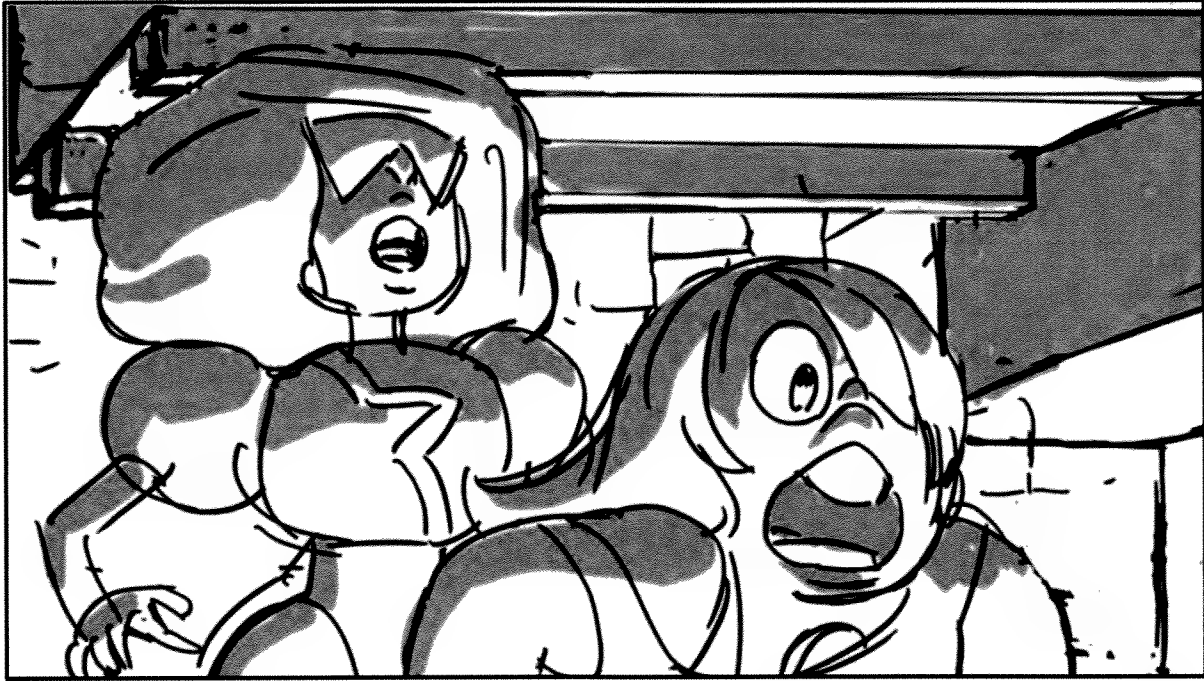
1020 003

1020 003

Scene 123 Panel 1



Scene 123 CONT Panel 2



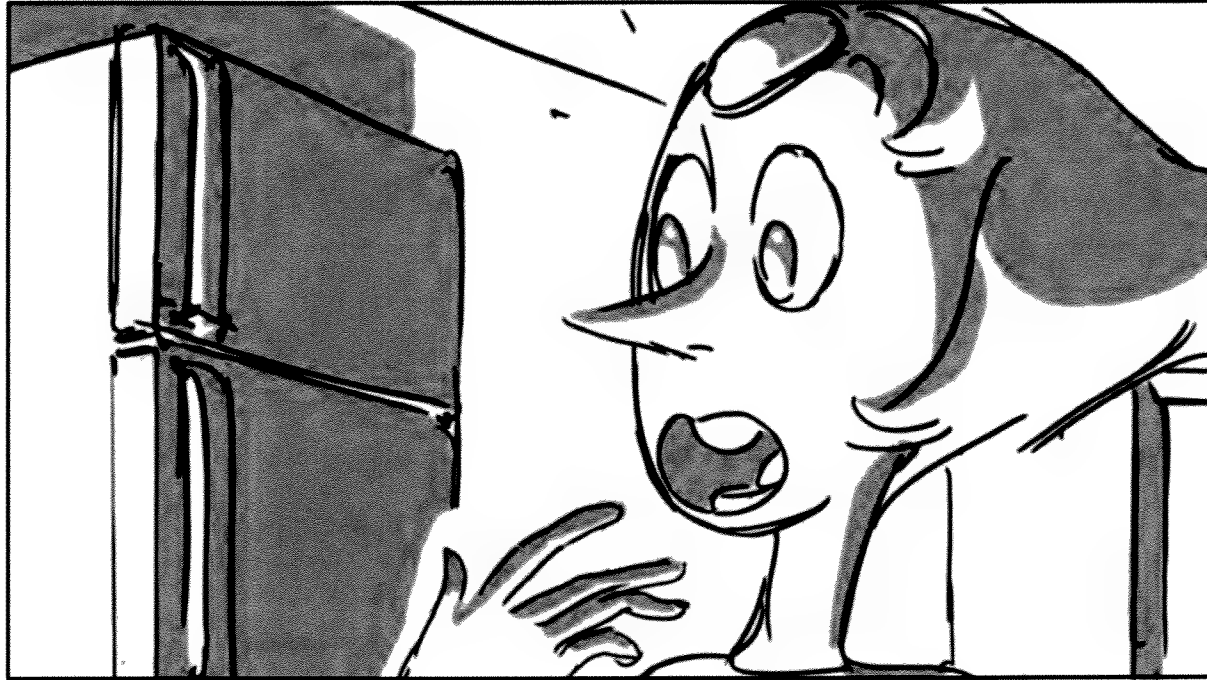
Dialogue
Amethyst: OOWAH!

Garnet: GASP!

Pnls 1+2
108

APR 10 2013

Scene	124	Panel	1
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Dialogue
Pearl: Steven!!!

2⁰⁰

Scene	124 CONT	Panel	2
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Dialogue
Pearl: It's a shield!!!

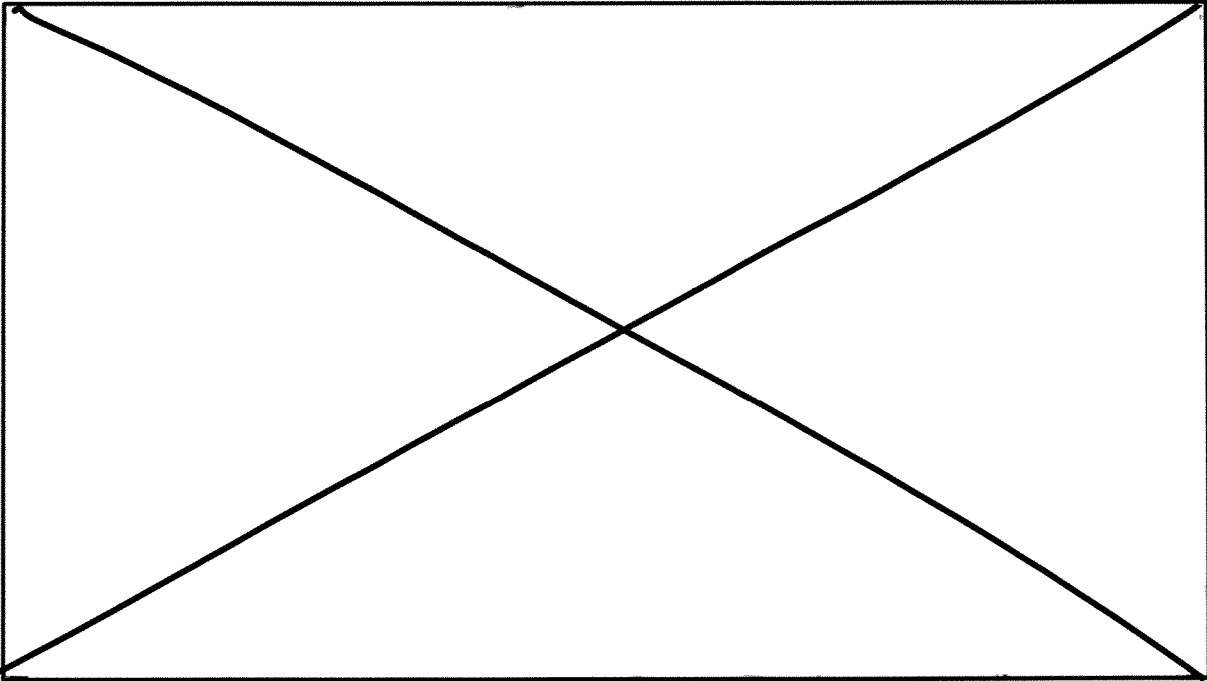
2⁰³

APR 10 2013

1020 003

1020 003

Scene	Panel
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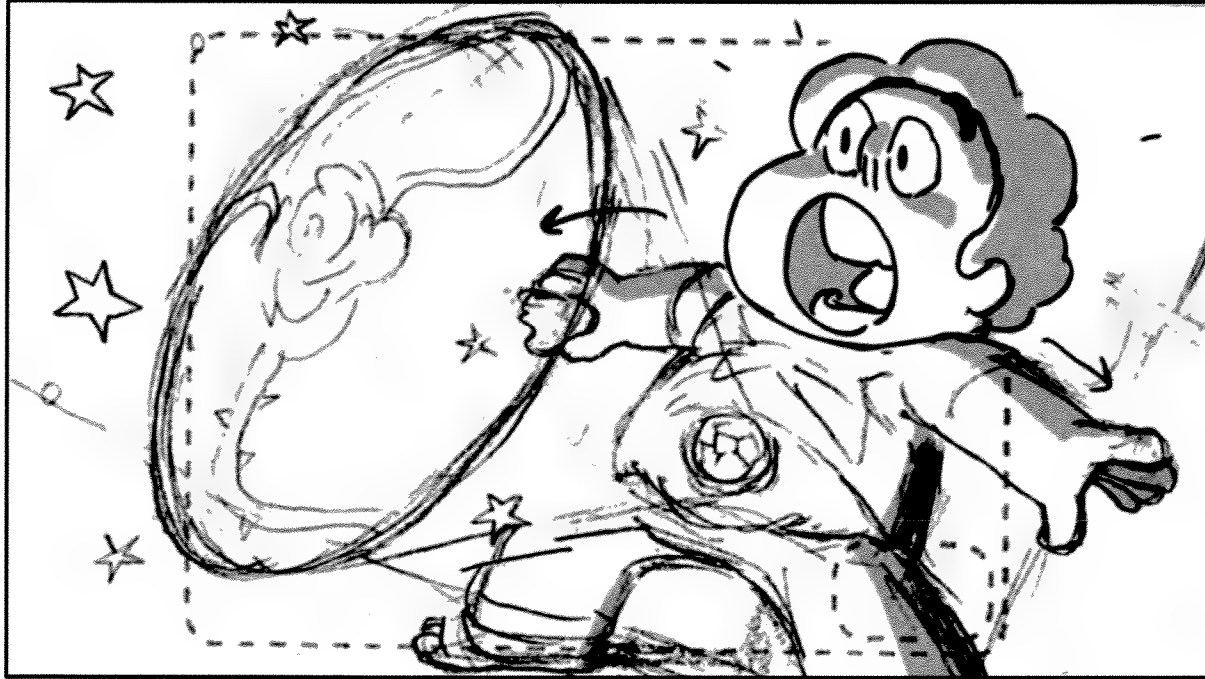


Scene	Panel
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<div>105</div> <div>APR 10 2013</div>

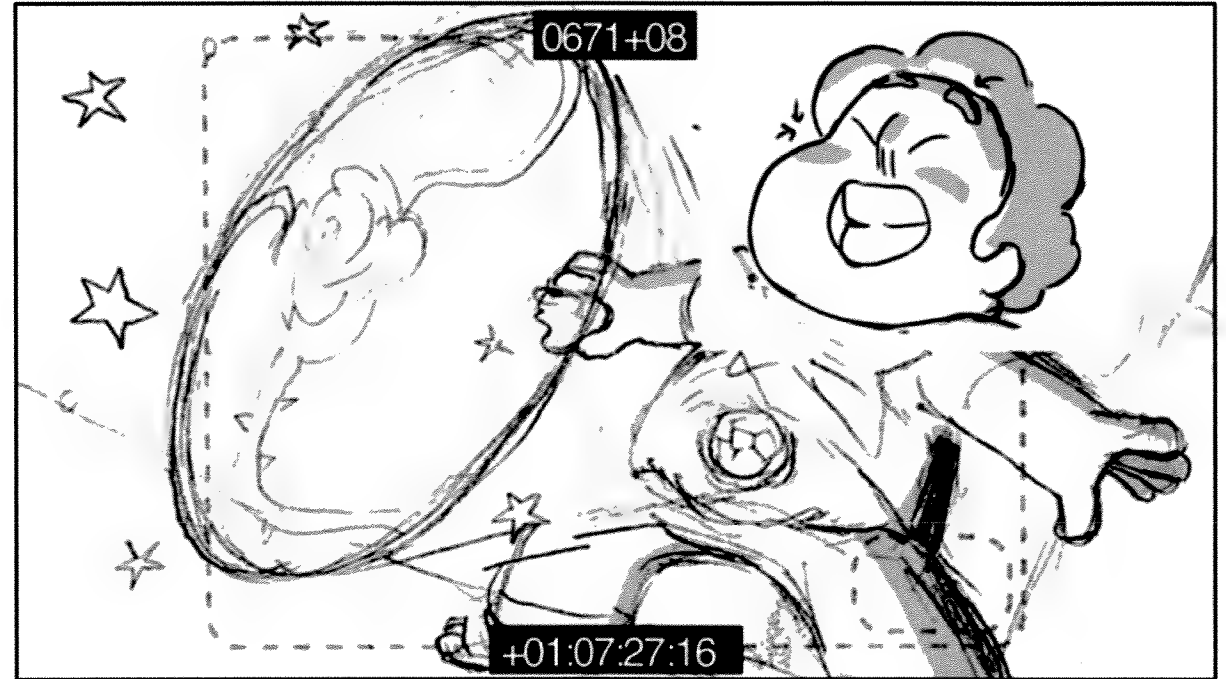
Scene	Panel
125 cont	2



Dialogue
Steven: Oh --- WHAT!!!?

201

Scene	Panel
125 cont	3



APR 10 2013

004

1020 003

1020 003

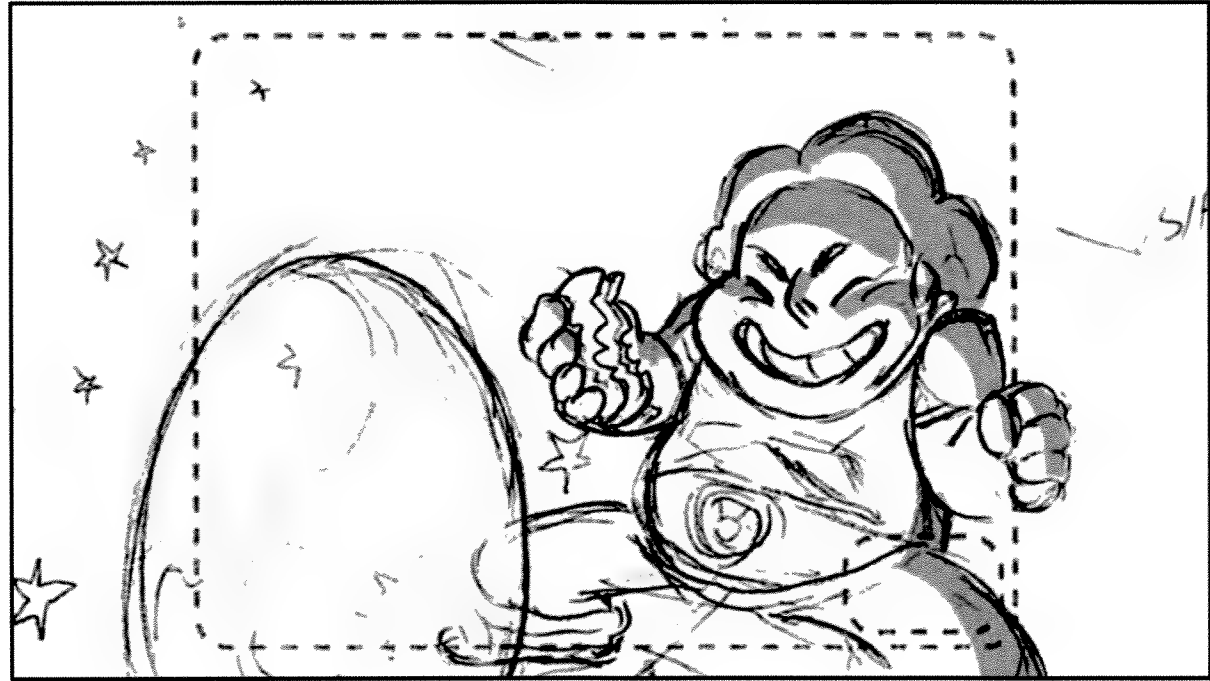
Scene 125 CONT Panel 4



Dialogue
Steven: I get a shield?!

114

Scene 125 CONT Panel 5

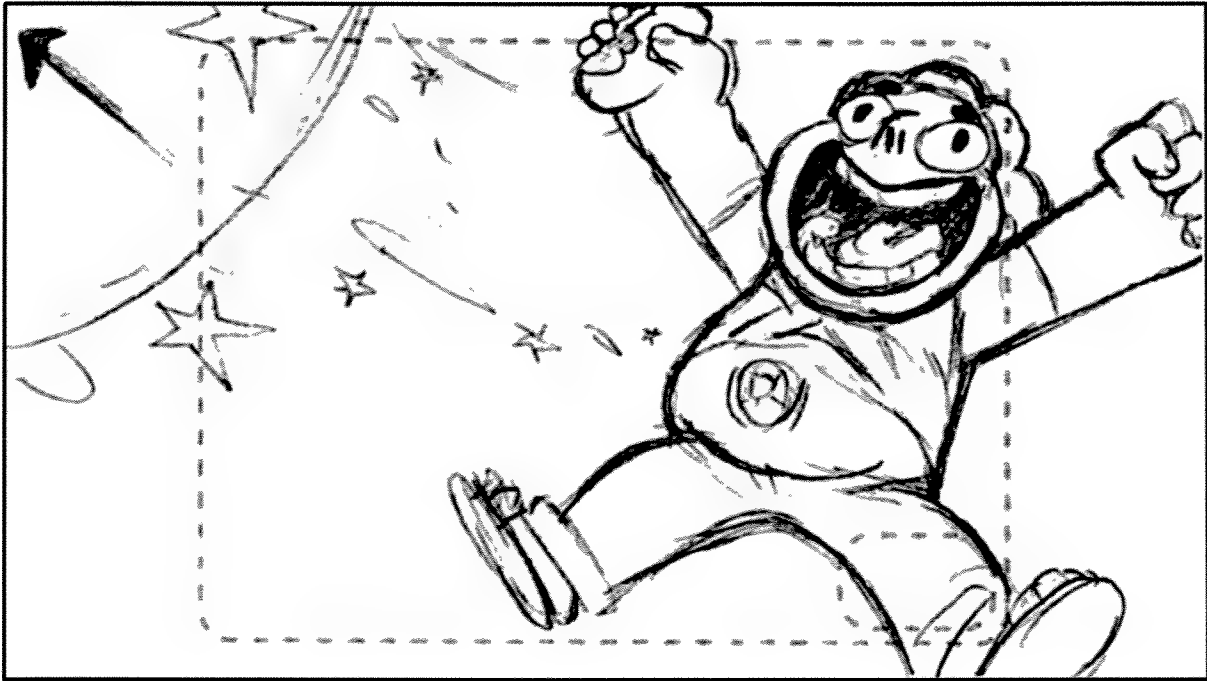


Dialogue
Steven: Awww -

205

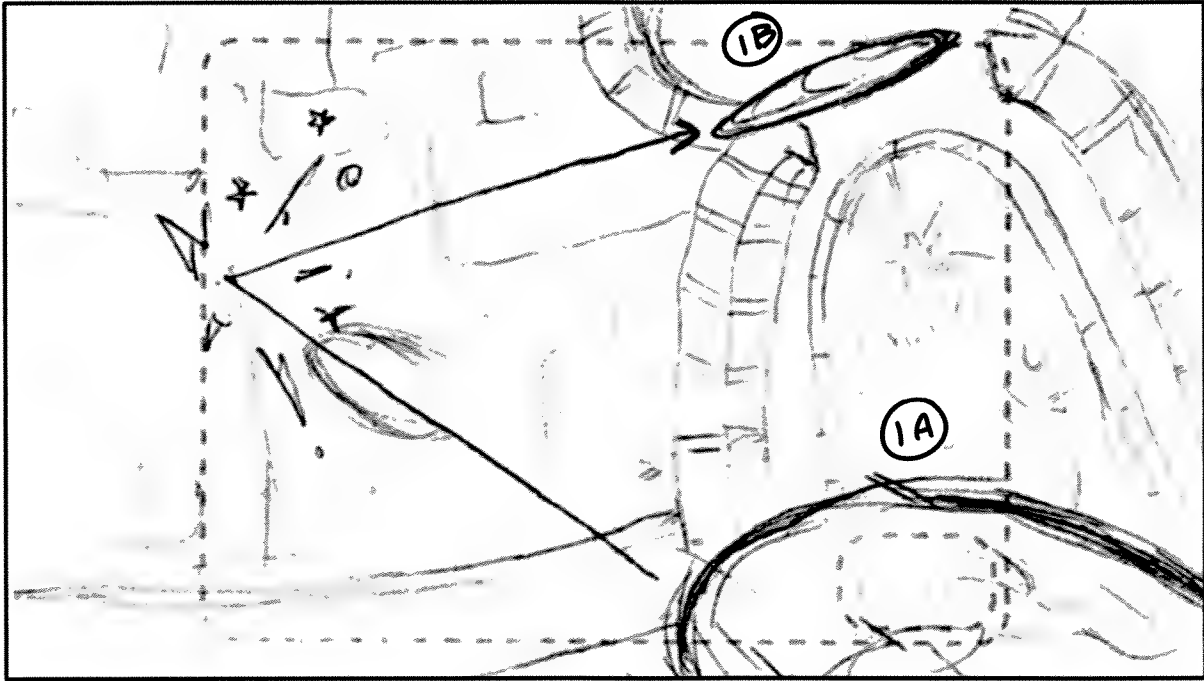
APR 10 2013 2013

Scene	125 CONT	Panel	6
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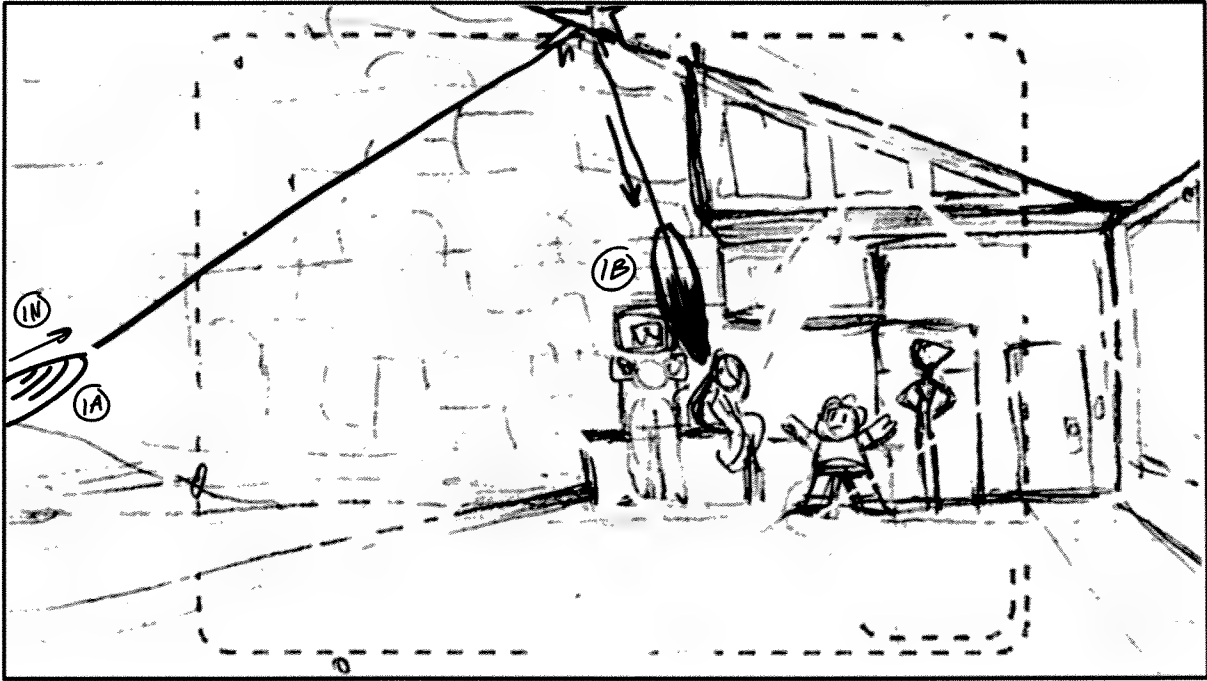
Dialogue
Steven: YEAH!!!
013

Scene	127	Panel	1
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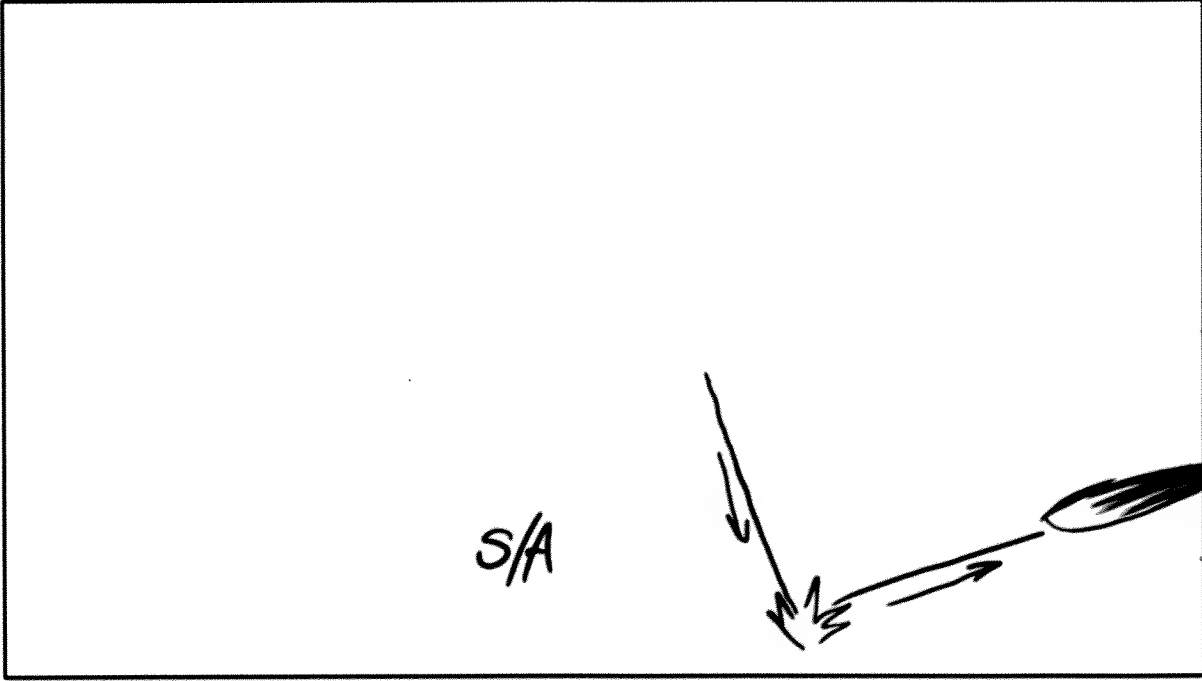
Action Notes
Shield bounces off wall.
009
APR 10 2013

Scene 128 Panel 1



004

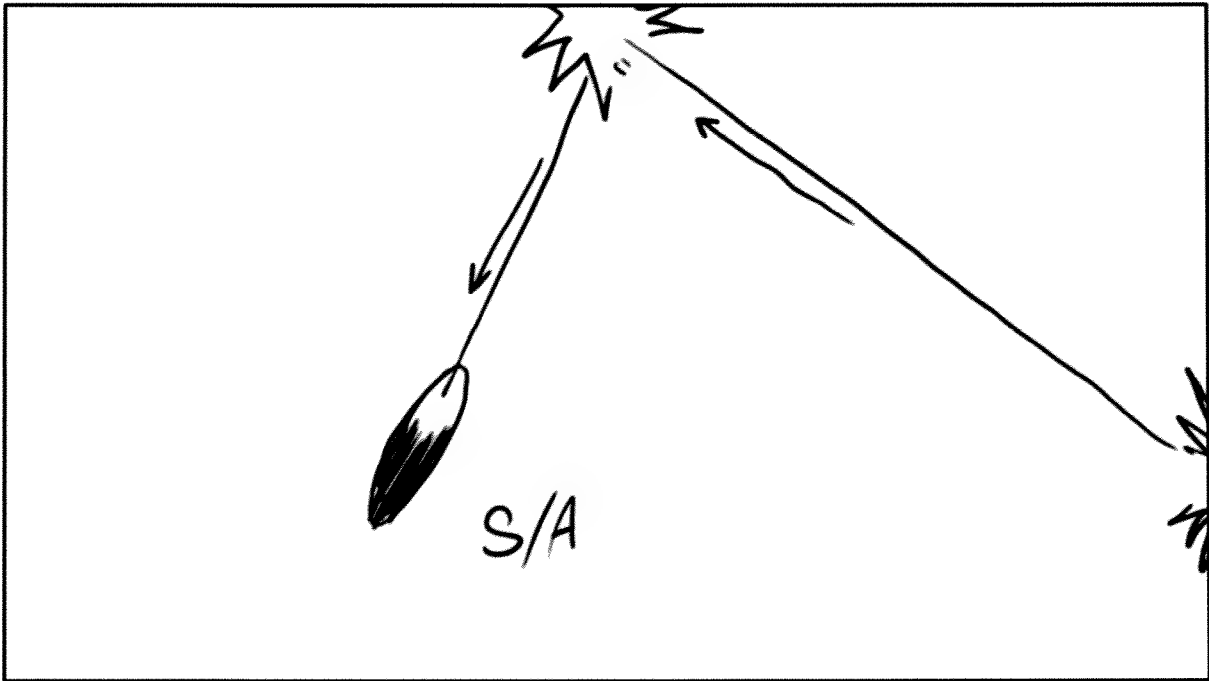
Scene 128 CONT Panel 2



004

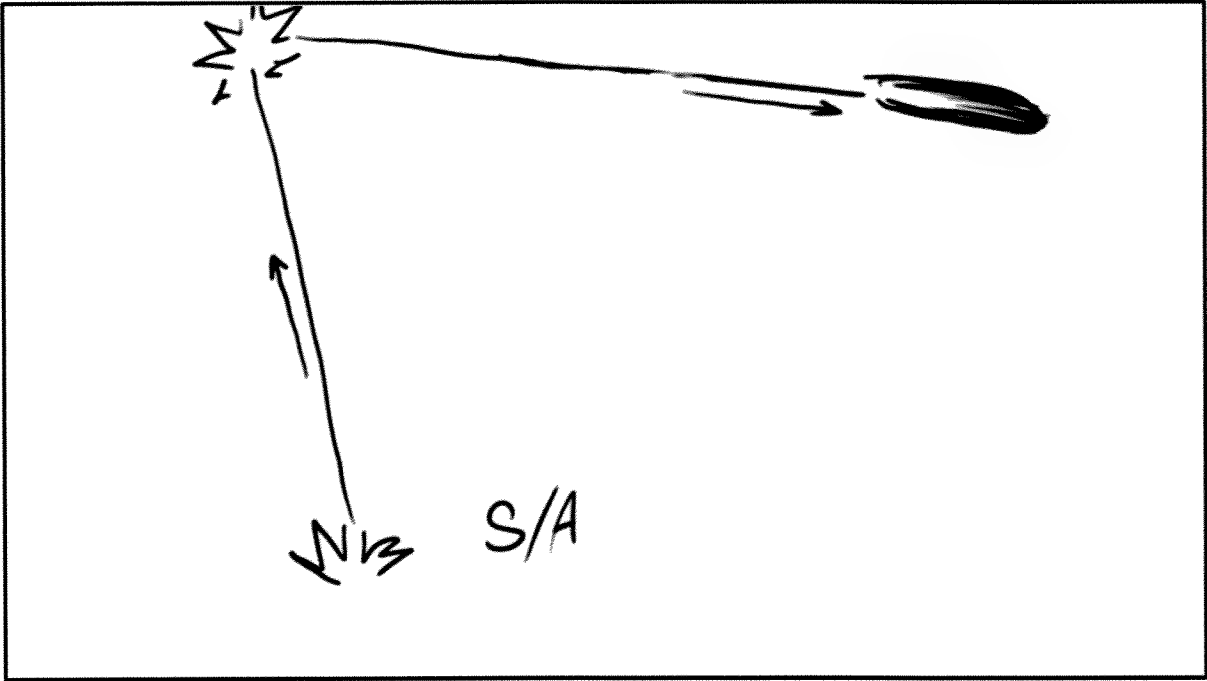
APR 10 2013

Scene	128 CONT	Panel	3
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004

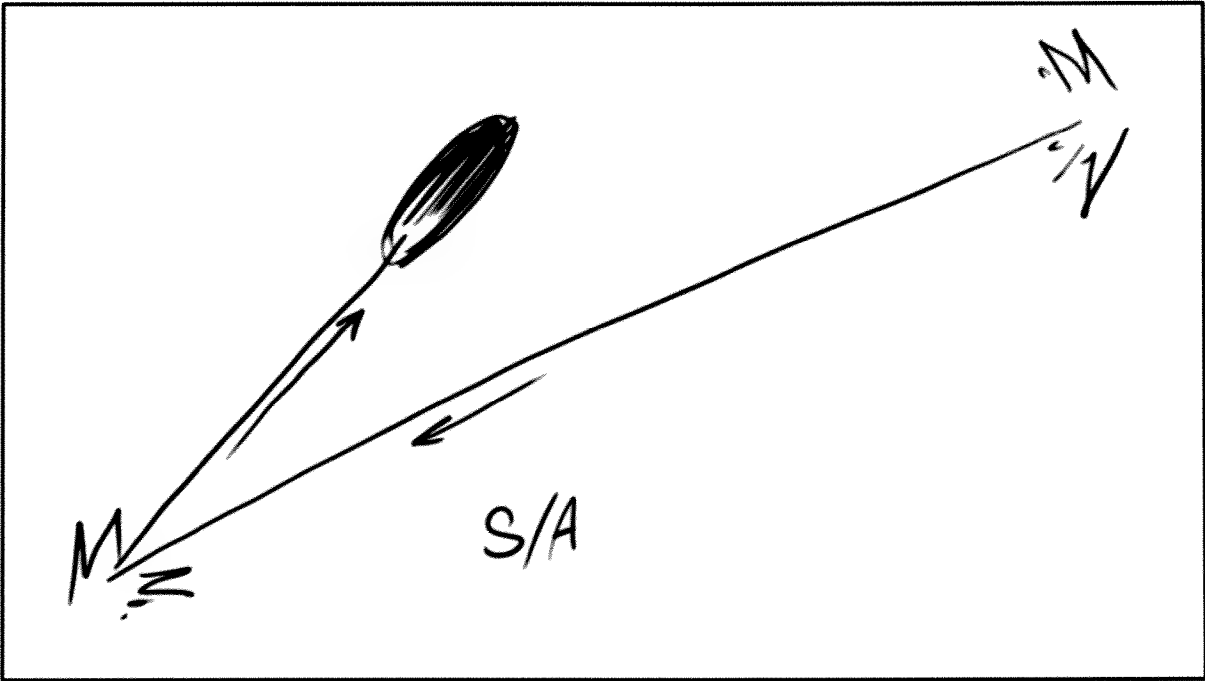
Scene	128 CONT	Panel	4
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004

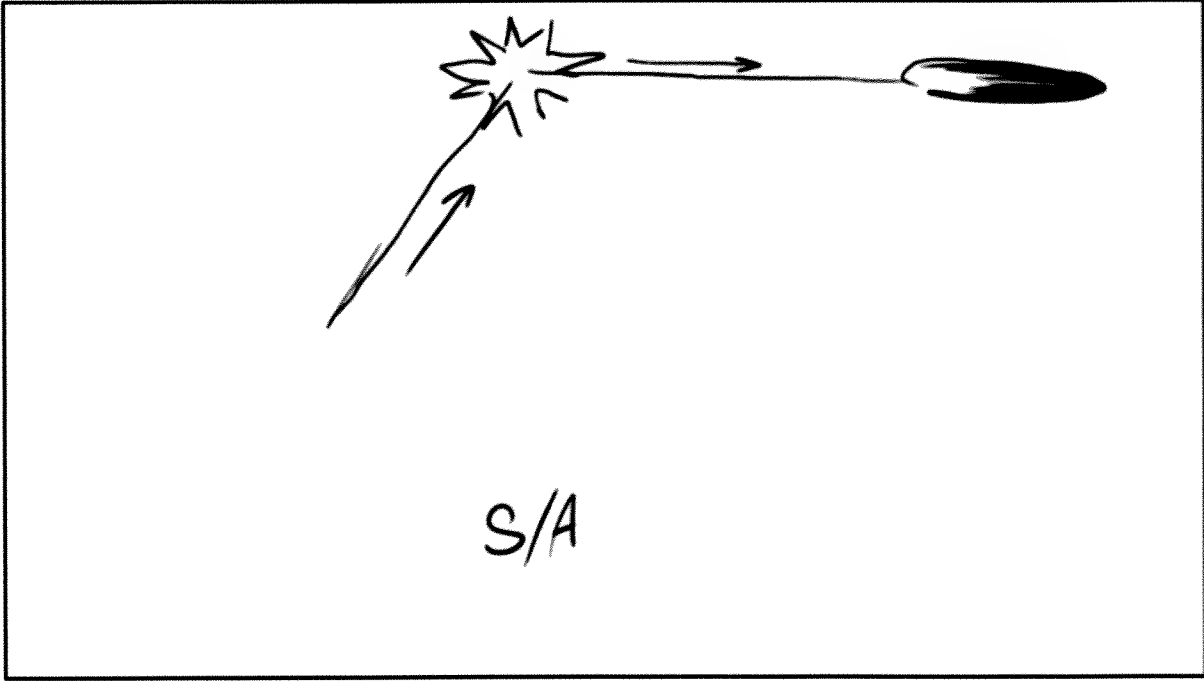
APR 10 2013

Scene 128 CONT Panel 5



004

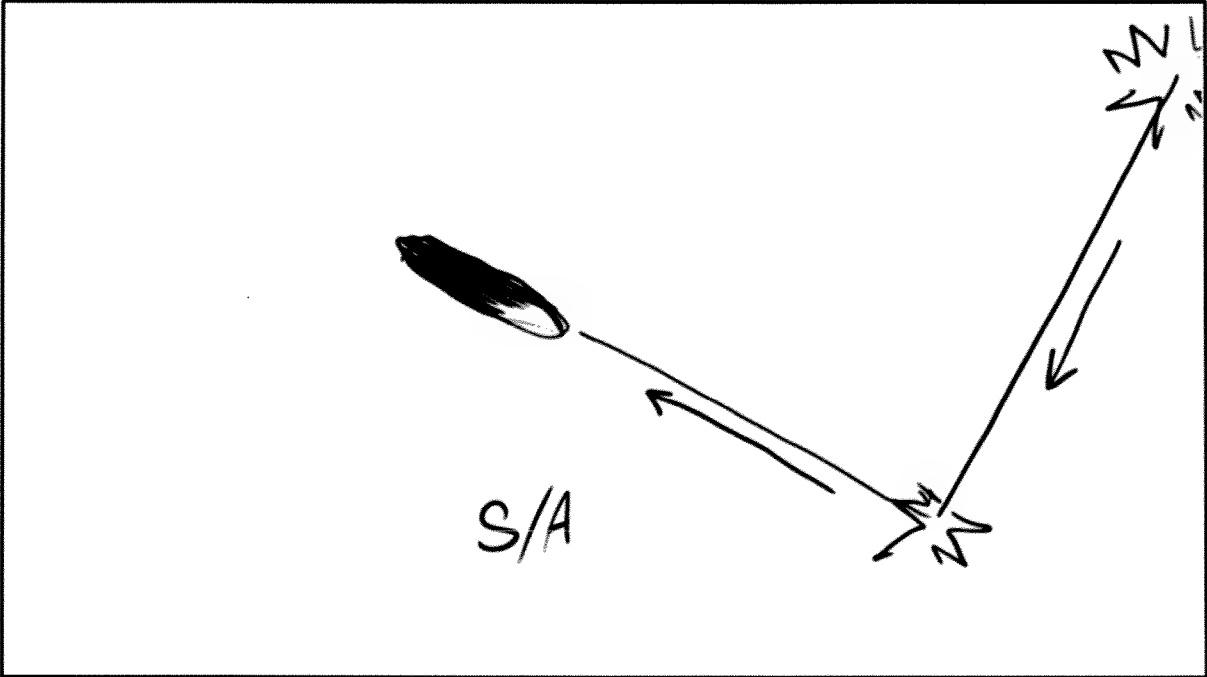
Scene 128 CONT Panel 6



004

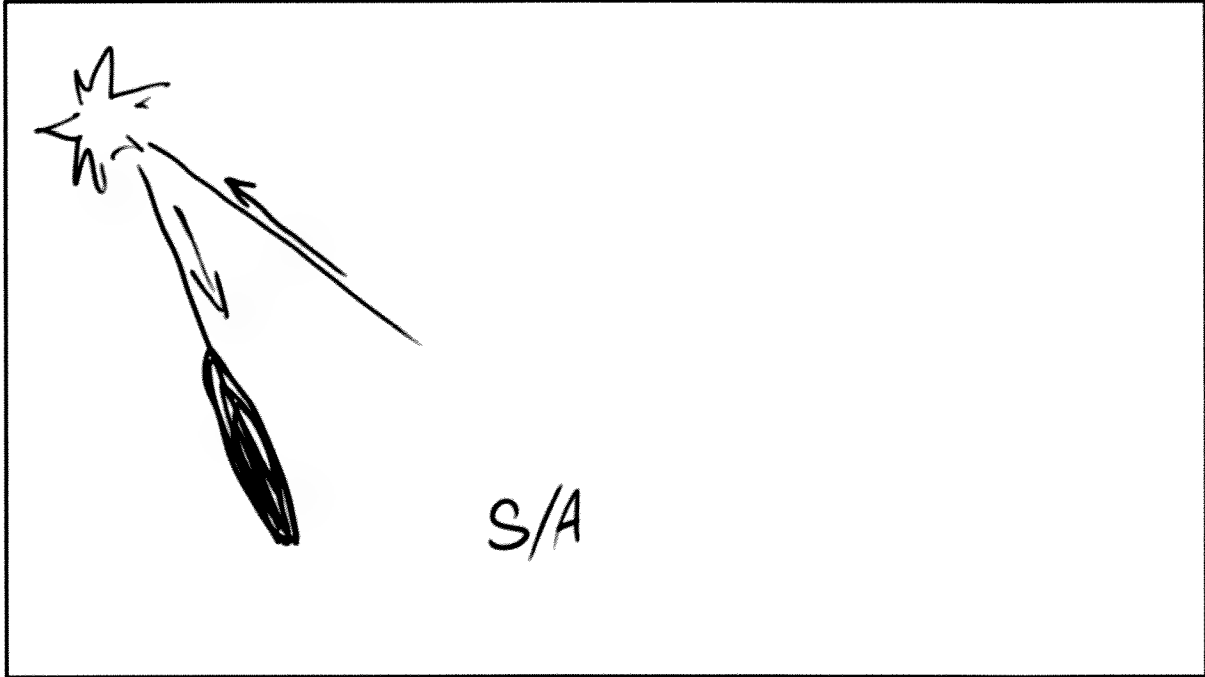
APR 10 2013

Scene 128 CONT Panel 7



04

Scene 128 CONT Panel 8



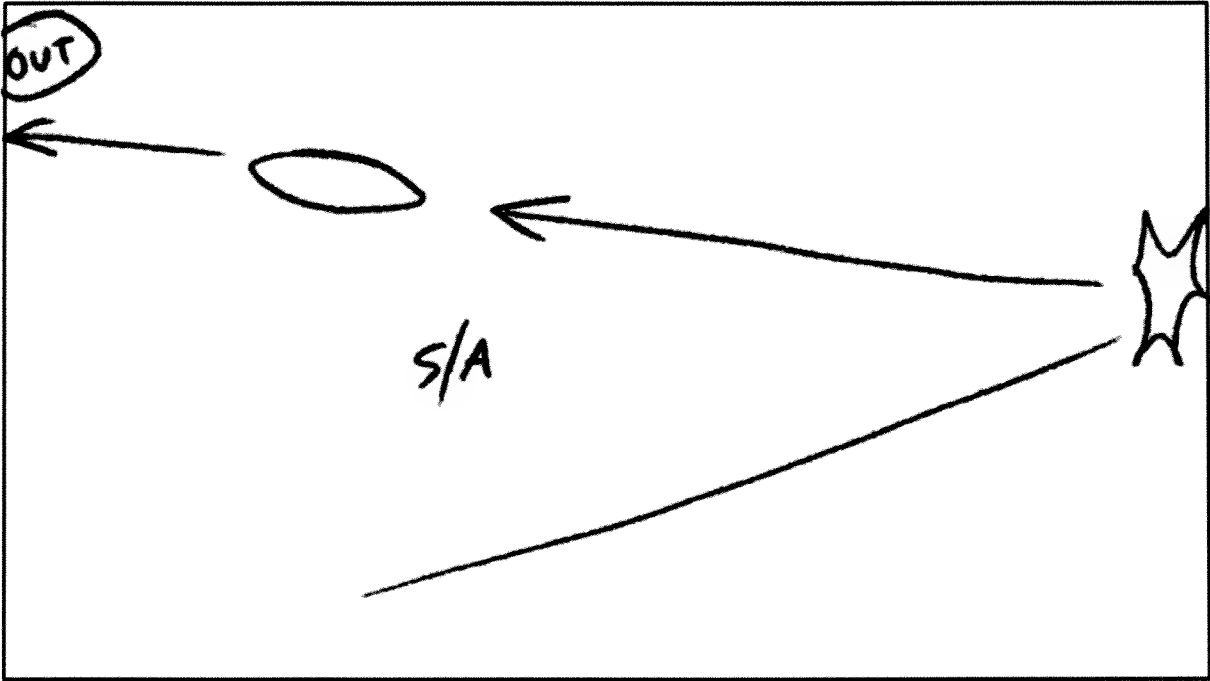
04

APR 10 2013

1020 003

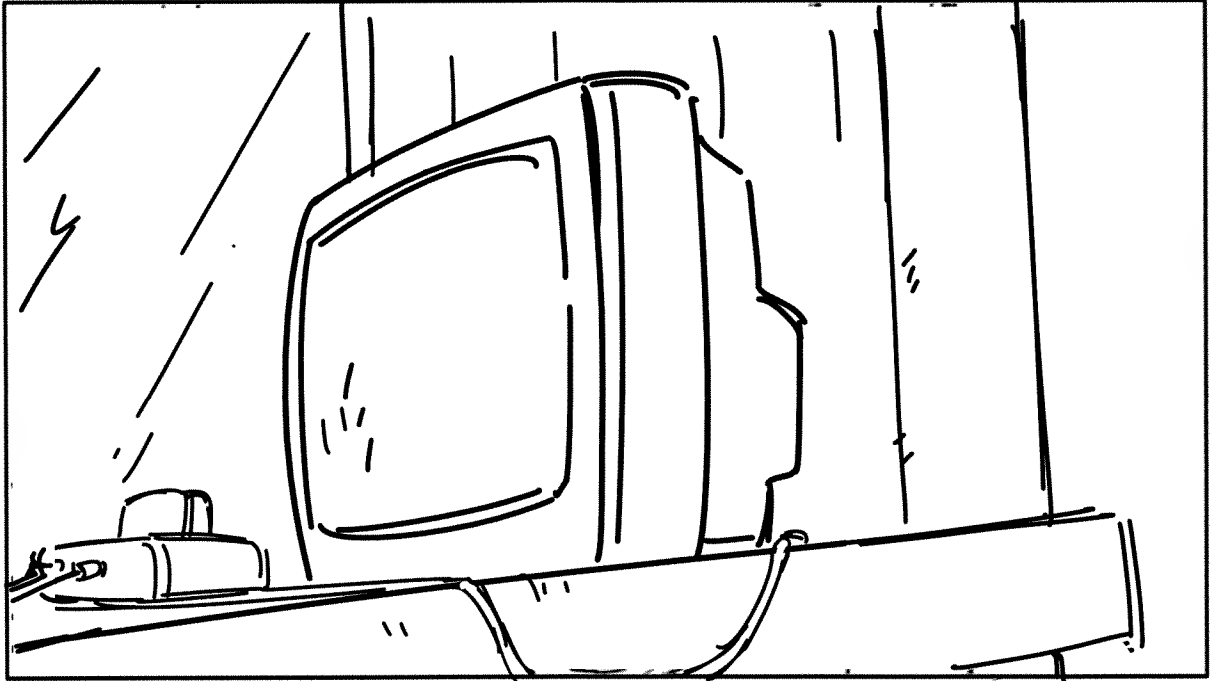
1020 003

Scene 128 CONT Panel 9



008

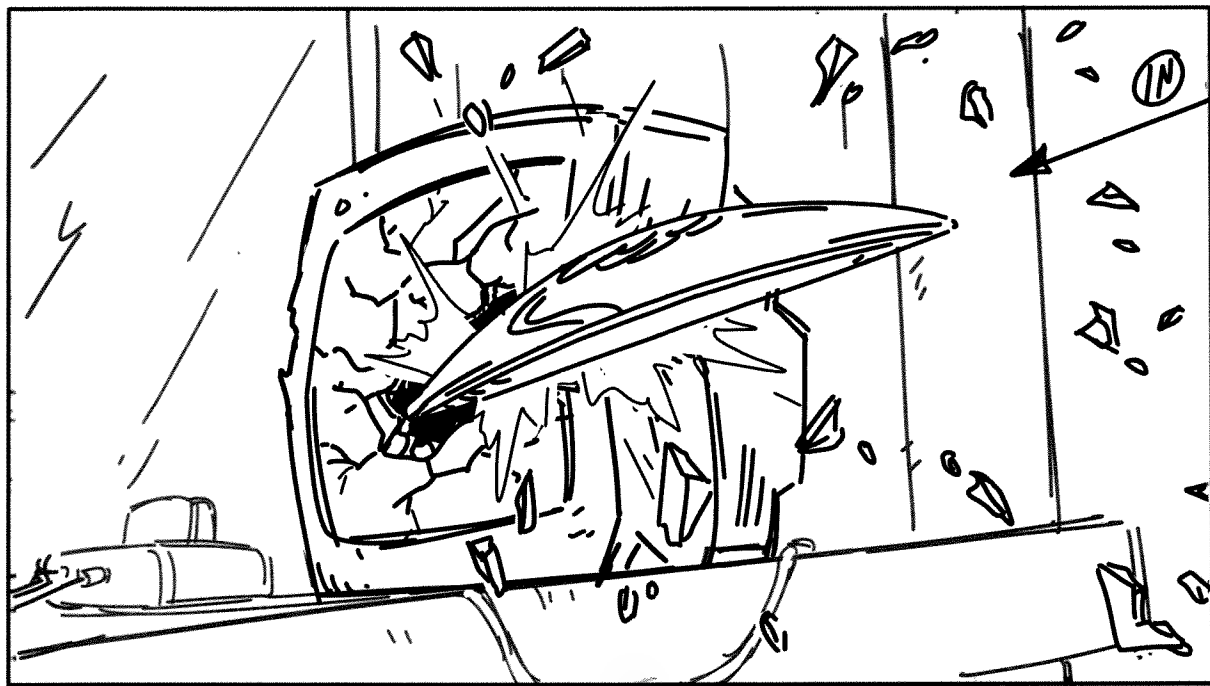
Scene 130 Panel 1



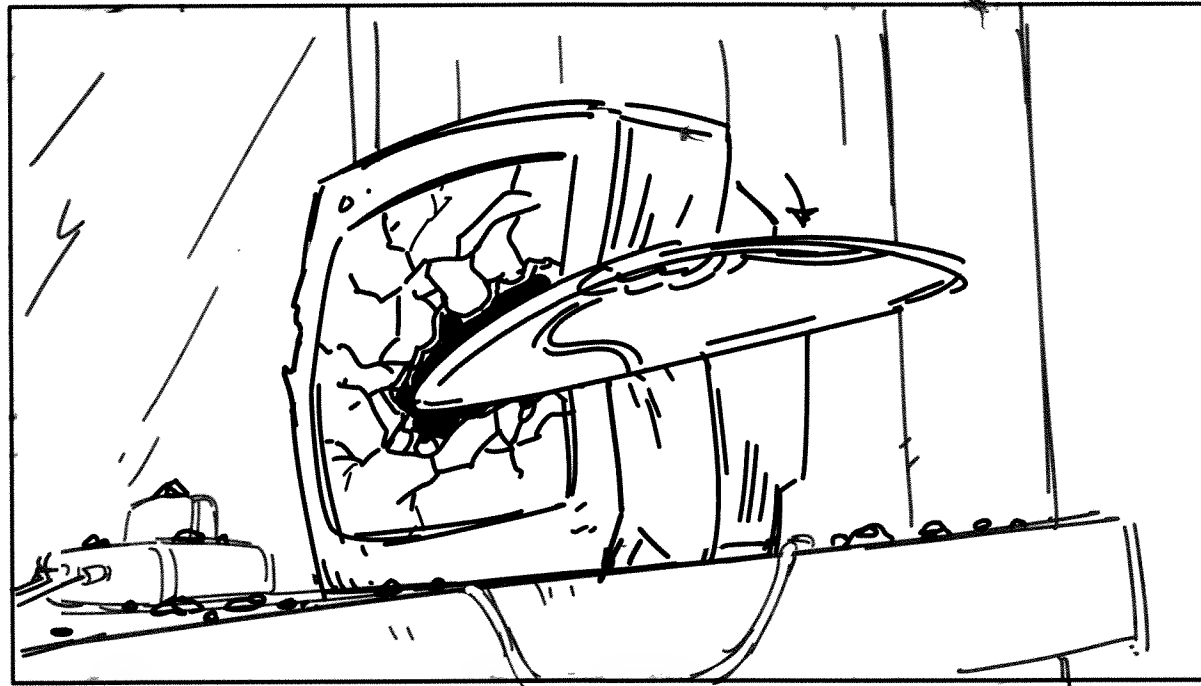
009

APR 10 2013

Scene	Panel
130 CONT	2



Scene	Panel
130 CONT	3



004

109

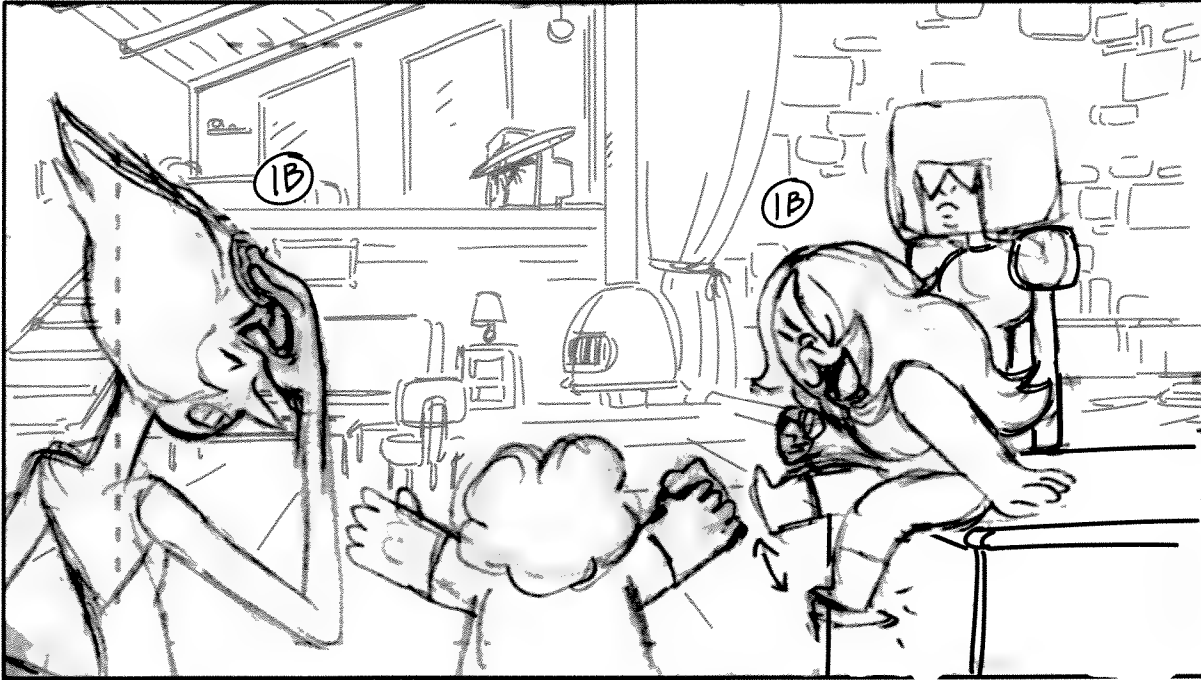
APR 10 2013

1020 003

1020 003

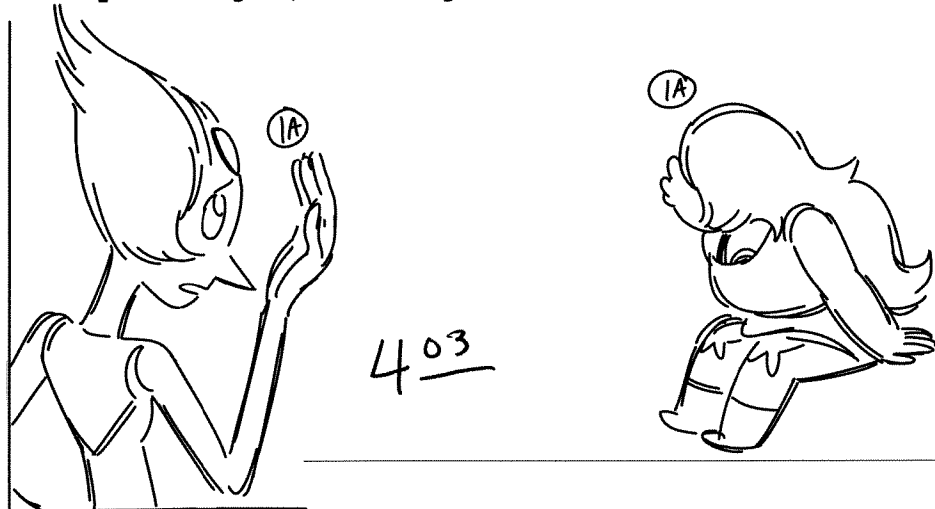
1020 003

Scene 131 Panel 1



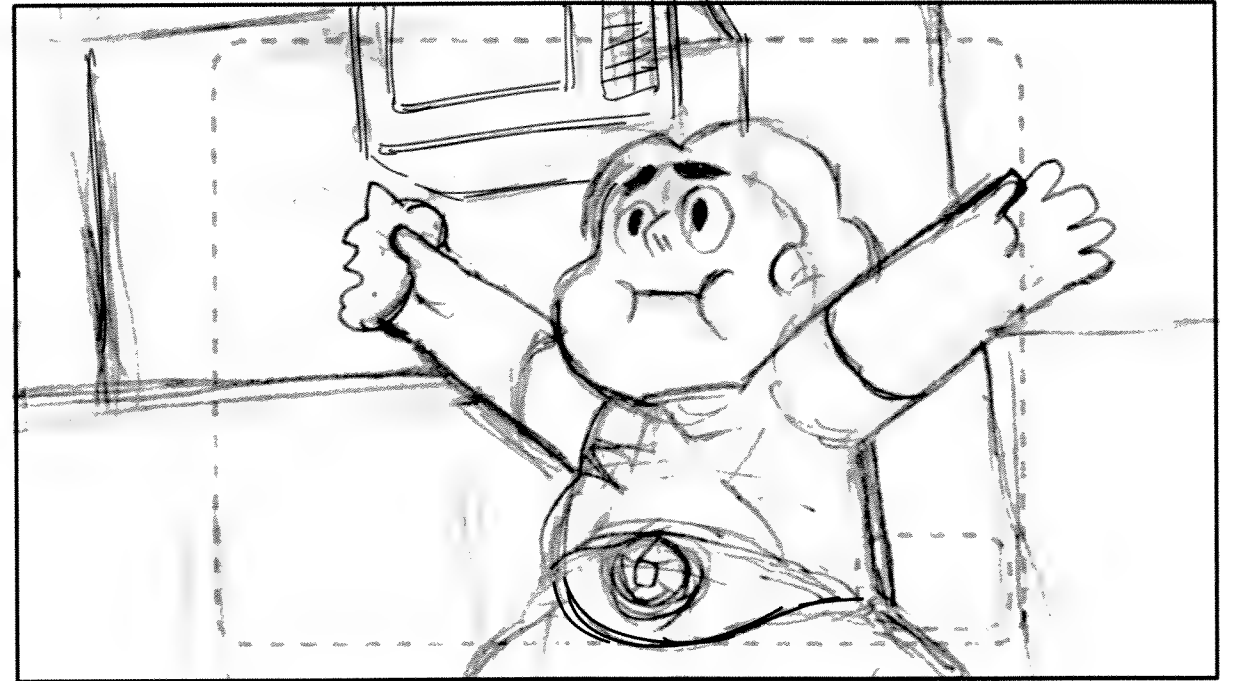
Action Notes

Amethyst laughs, kicking the counter.



403

Scene 132 Panel 1



APR 10 2013

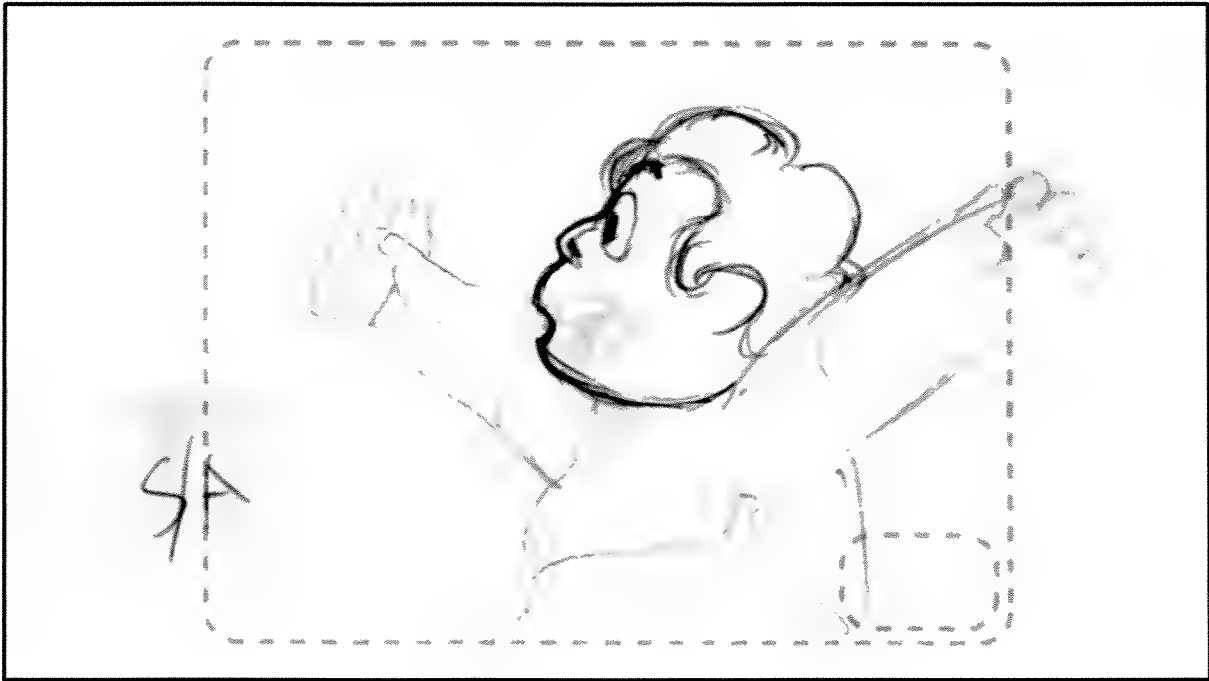
012

1020 003

1020 003

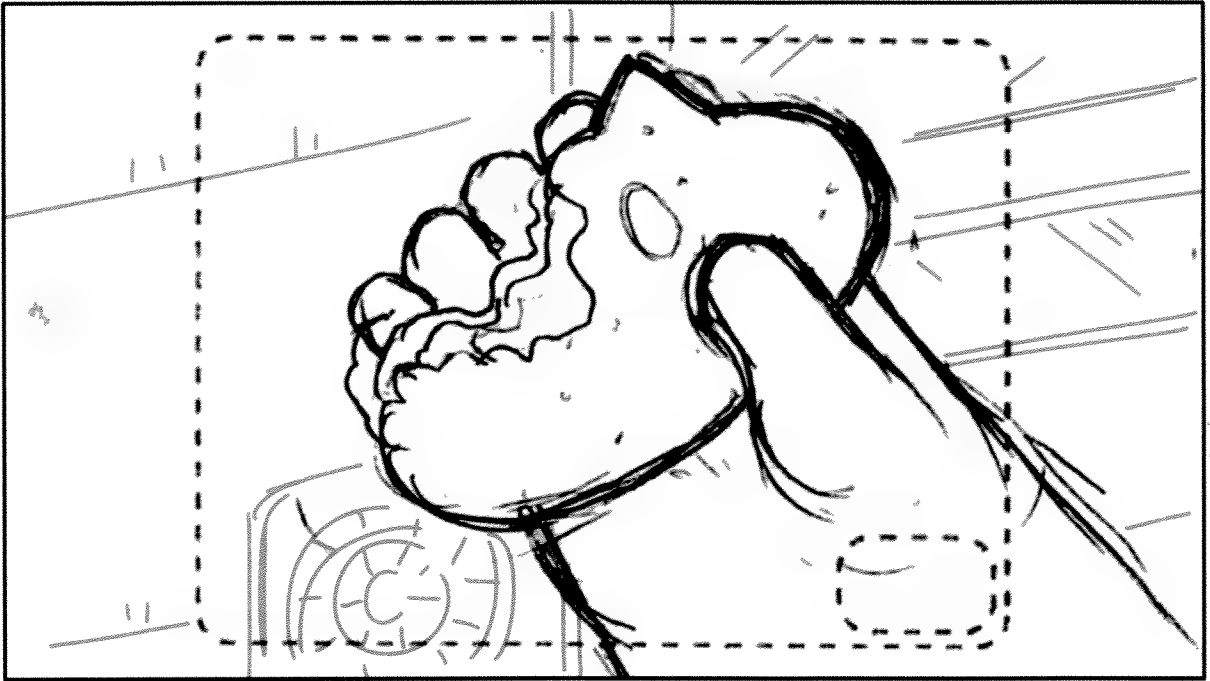
1020 003

Scene	132 CONT	Panel	2
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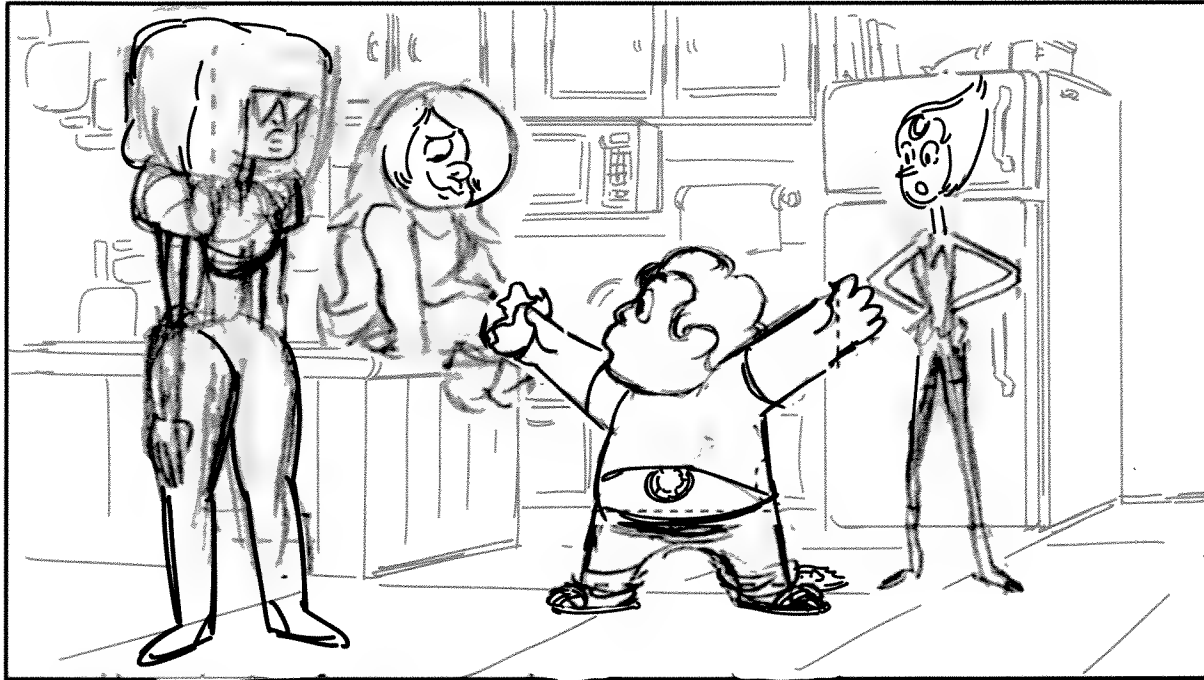
Dialogue
Steven: Ohh!
11

Scene	133	Panel	1
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Dialogue
Steven: Cookie Cat!!
115
APR 10 2013

Scene	134	Panel	1
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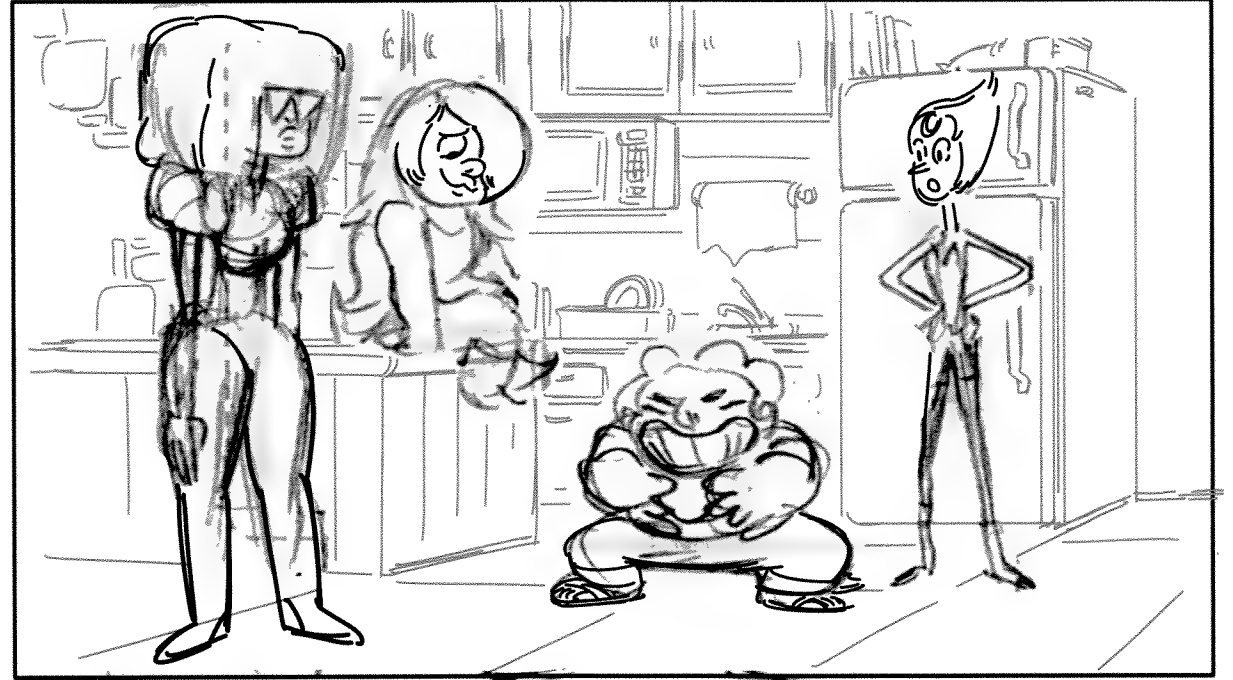


Dialogue

Steven: I summon my weapon by eating ICE CREAM!

Prs 1+2
008

Scene	134cont	Panel	2
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APR 10 2013

1020 003

1020 003

Scene

134 CONT

Panel

3



Dialogue

Steven: I summon my weapon by eating ICE CREAM!

3⁰⁵

Scene

134 CONT

Panel

4



APR 10 2013

0¹⁵

1020 003

1020 003

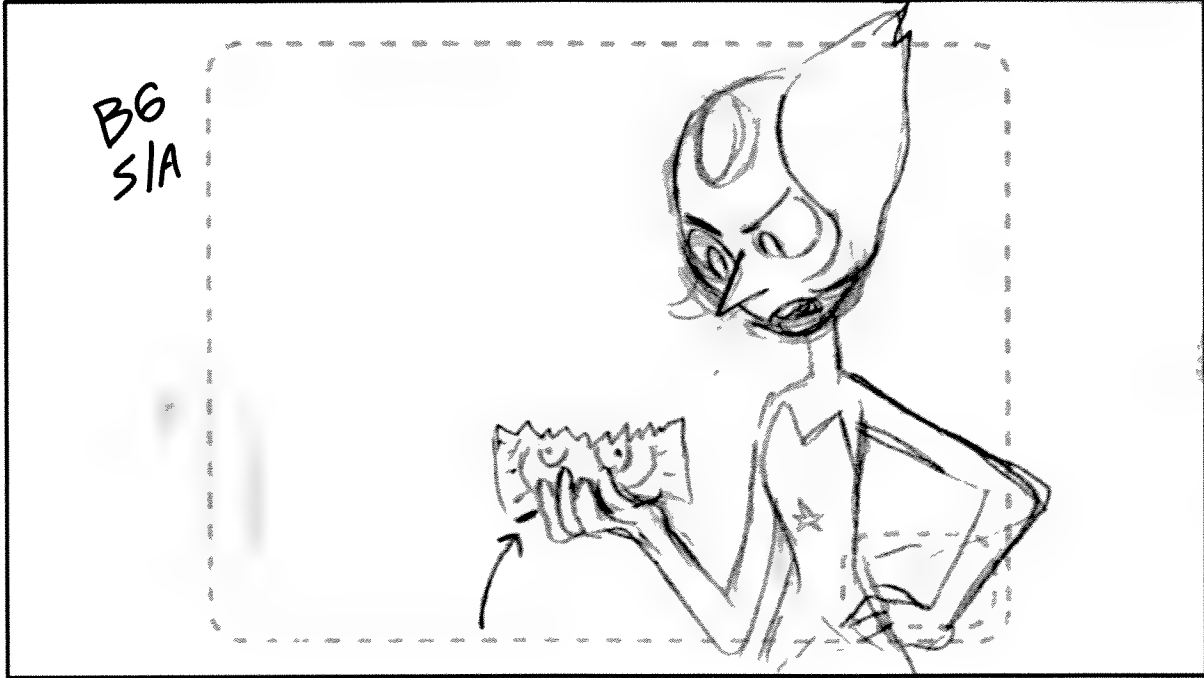
1020 003

Scene 137 Panel 1



006

Scene 137 CONT Panel 2



Dialogue
Pearl: What's in these things?

24

APR 10 2013

Scene	137 CONT	Panel	3
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Action Notes
Faint cumble, camera shake

103

Scene	138	Panel	1
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Action Notes
Camera shaking stops

113

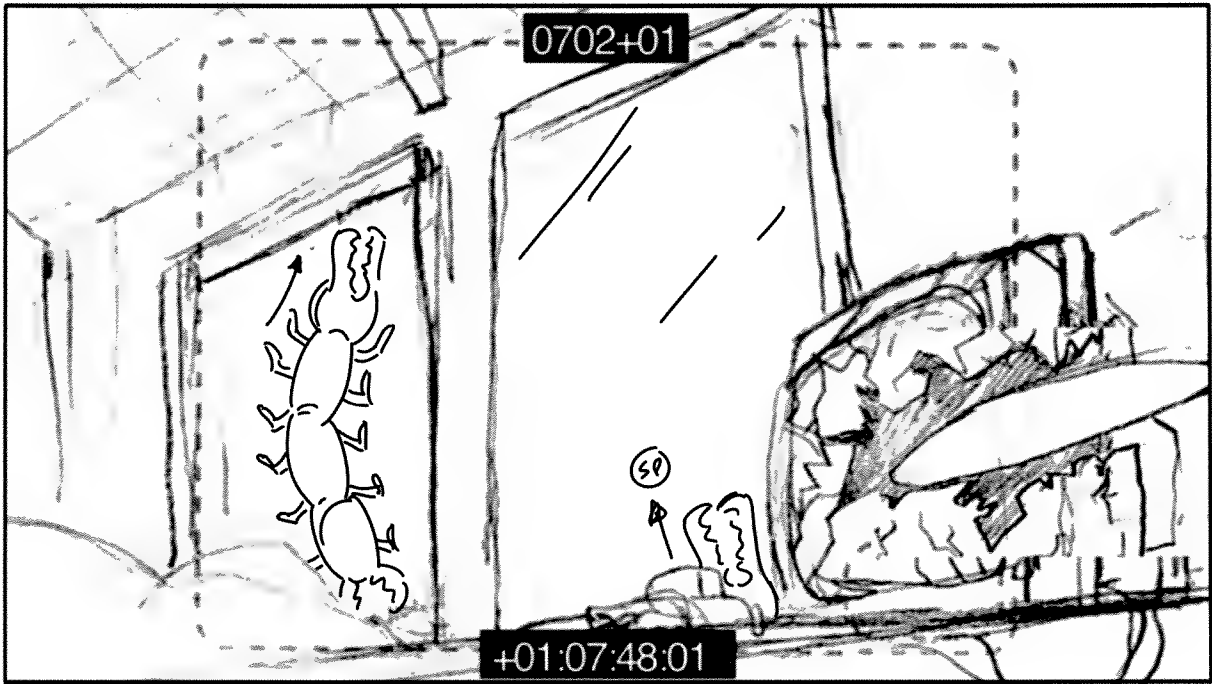
APR 10 2013

1020 003

1020 003

247A NEXT

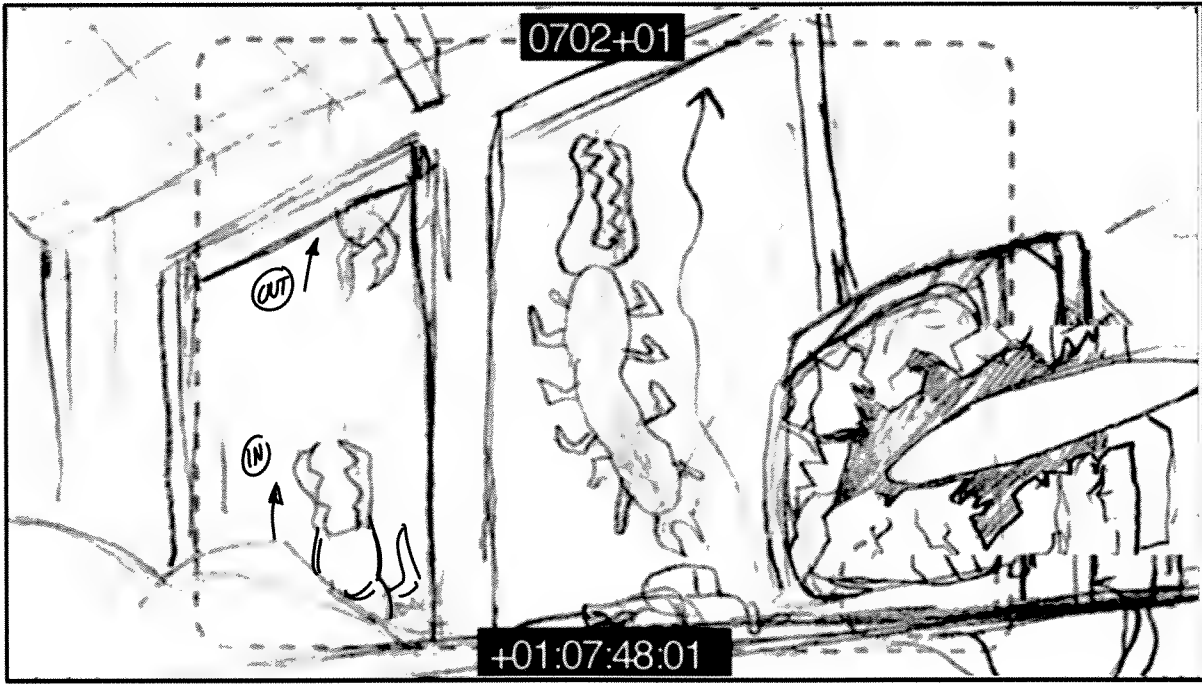
Scene 138A Panel 1



Action Notes
Camera shake starts.

Pls 1 Thru 3
012

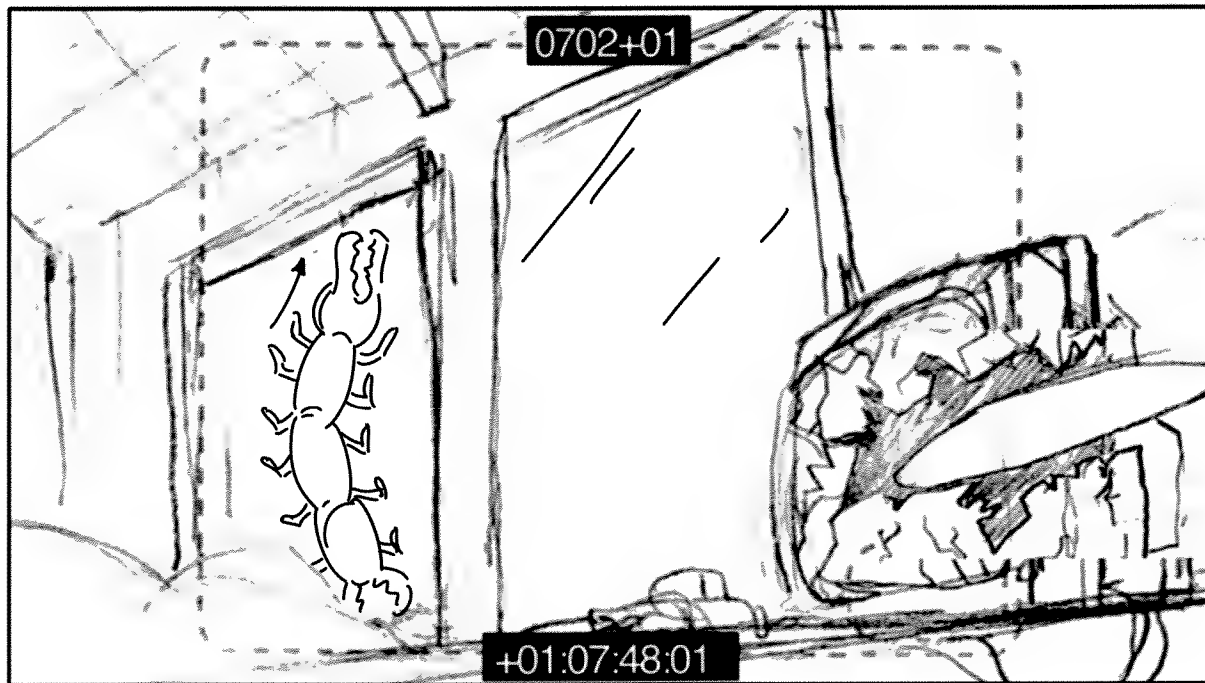
Scene 138A CONT Panel 2



APR 10 2013

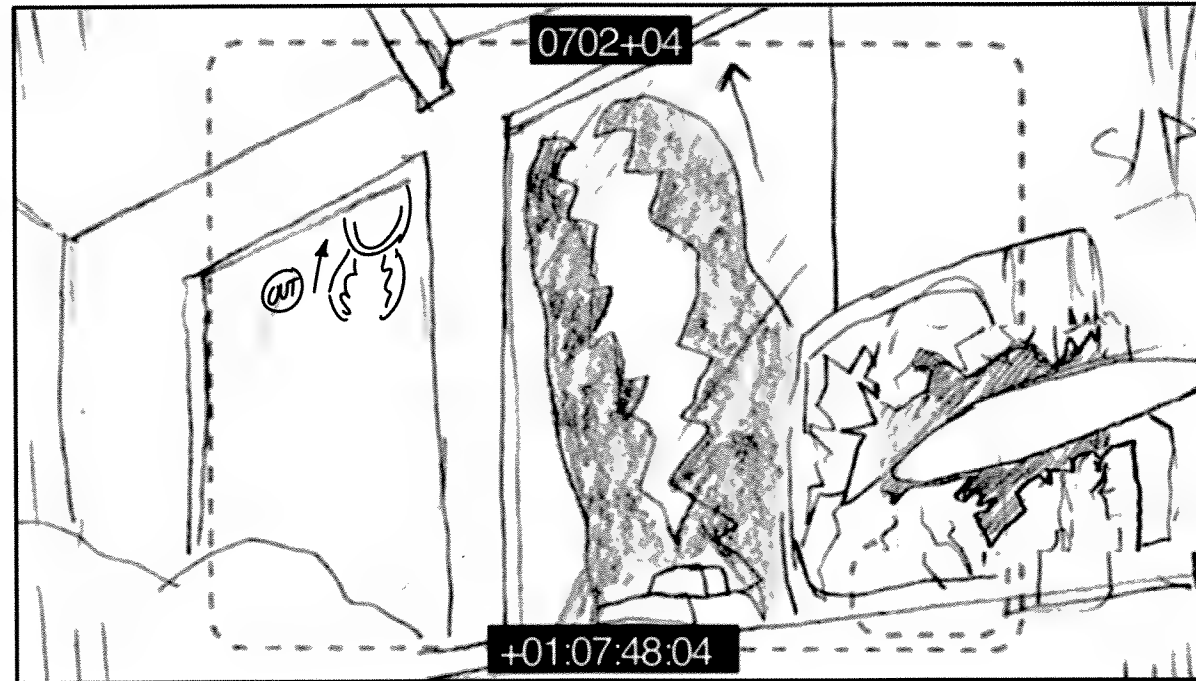
248 NEXT

Scene 138A cont Panel 3



Action Notes
Camera shake starts.

Scene 138A cont Panel 4



APR 10 2013

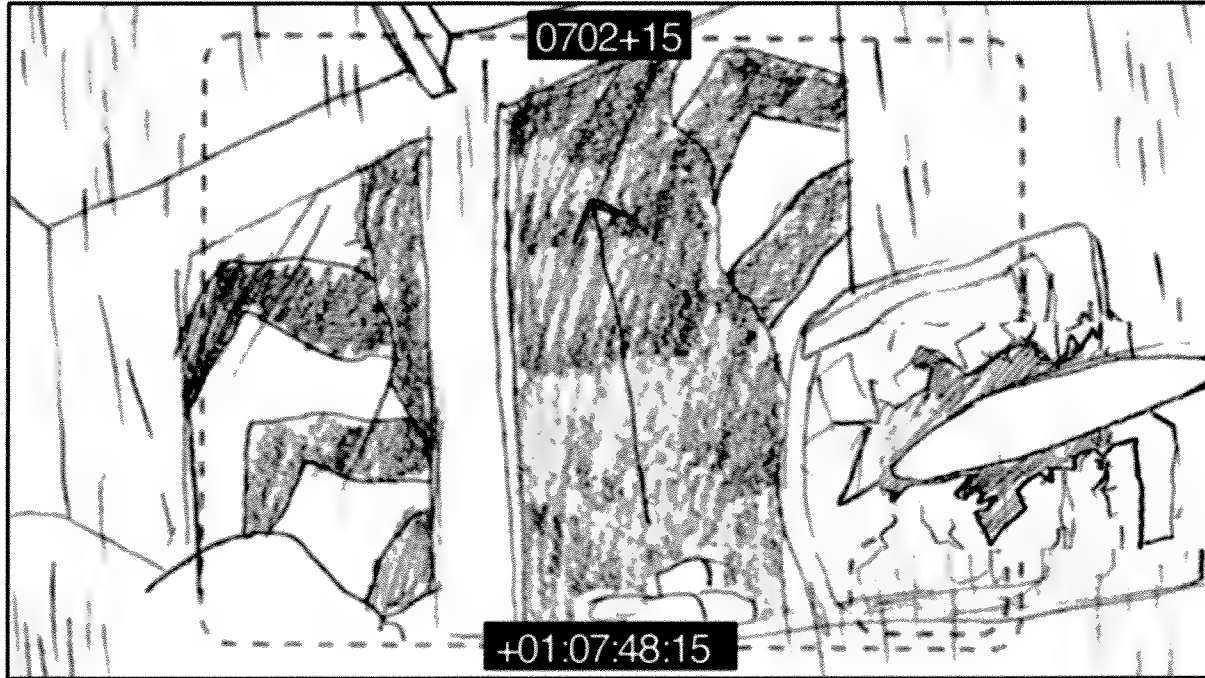
008

1020 003

1020 003

1020 003

Scene	138A CONT	Panel	5
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104

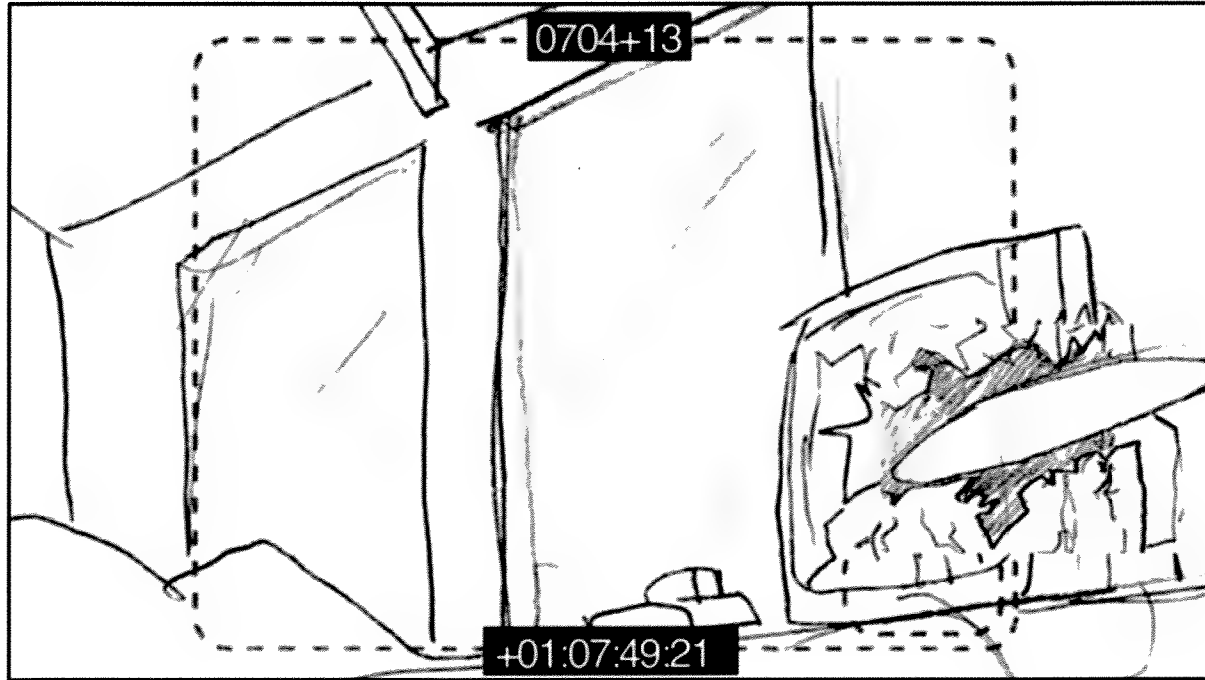
Scene	138A CONT	Panel	6
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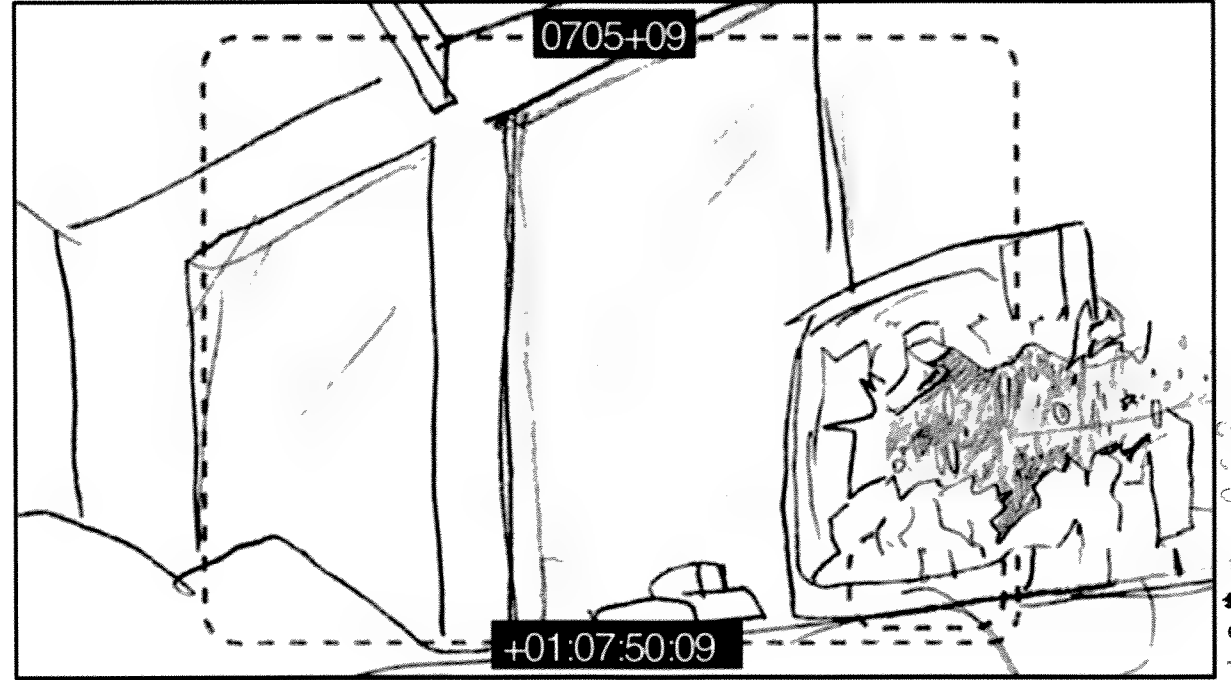
008

APR 10 2013

Scene	138A cont	Panel	7
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Scene	138A cont	Panel	8
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Action Notes

DX SHIELD w/ GLOW EFX (STARS) DISSOLVE OFF.

APR 10 2013

013

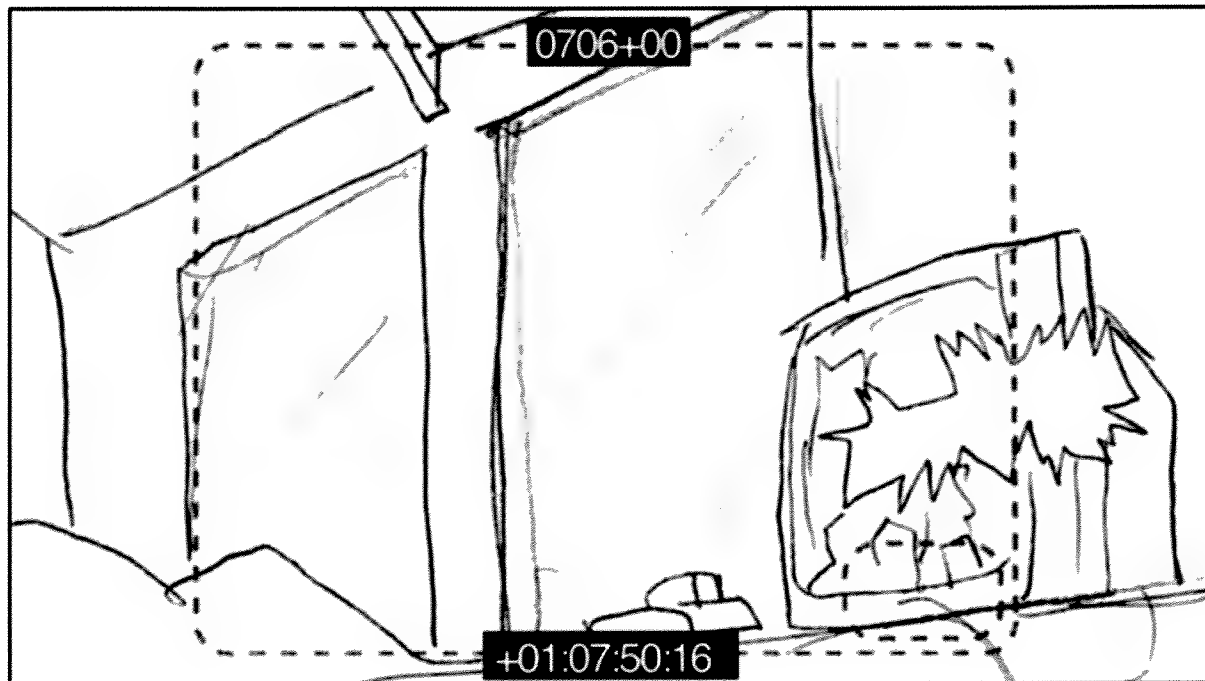
011

1020 003

1020 003

1020 003

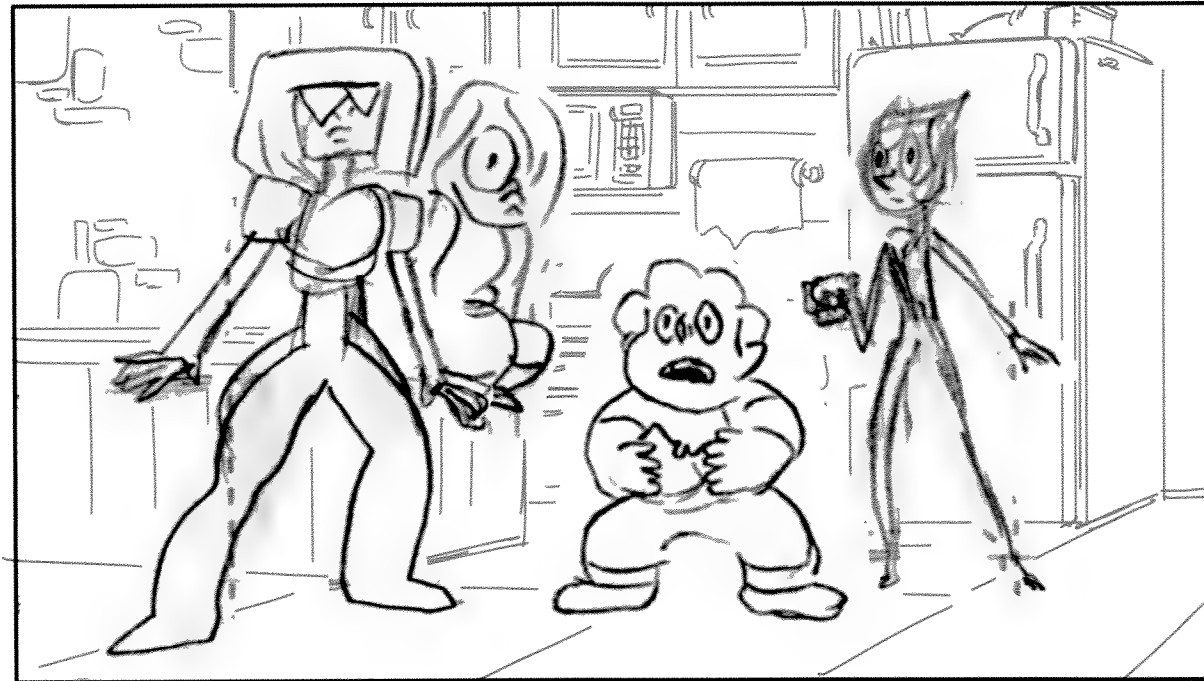
Scene *138A CONT* Panel *9*



Action Notes
Camera shake ends.

102

Scene *140* Panel *1*



Dialogue
Steven: What was that?

201

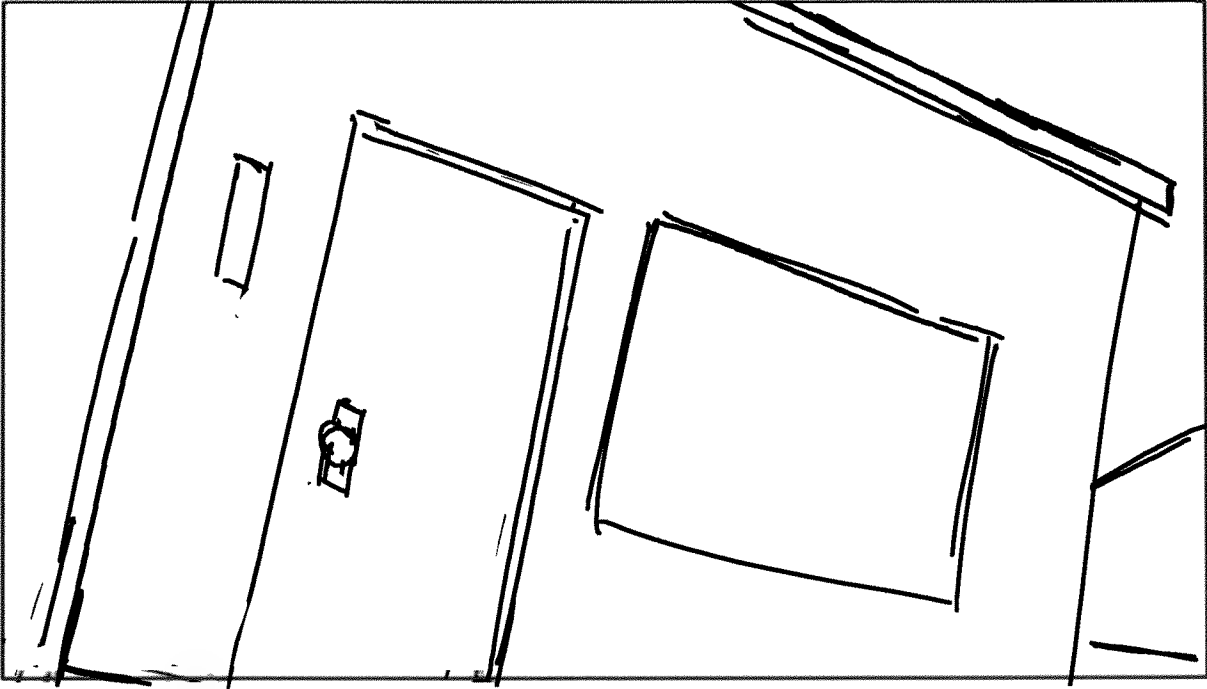
APR 10 2013

1020 003

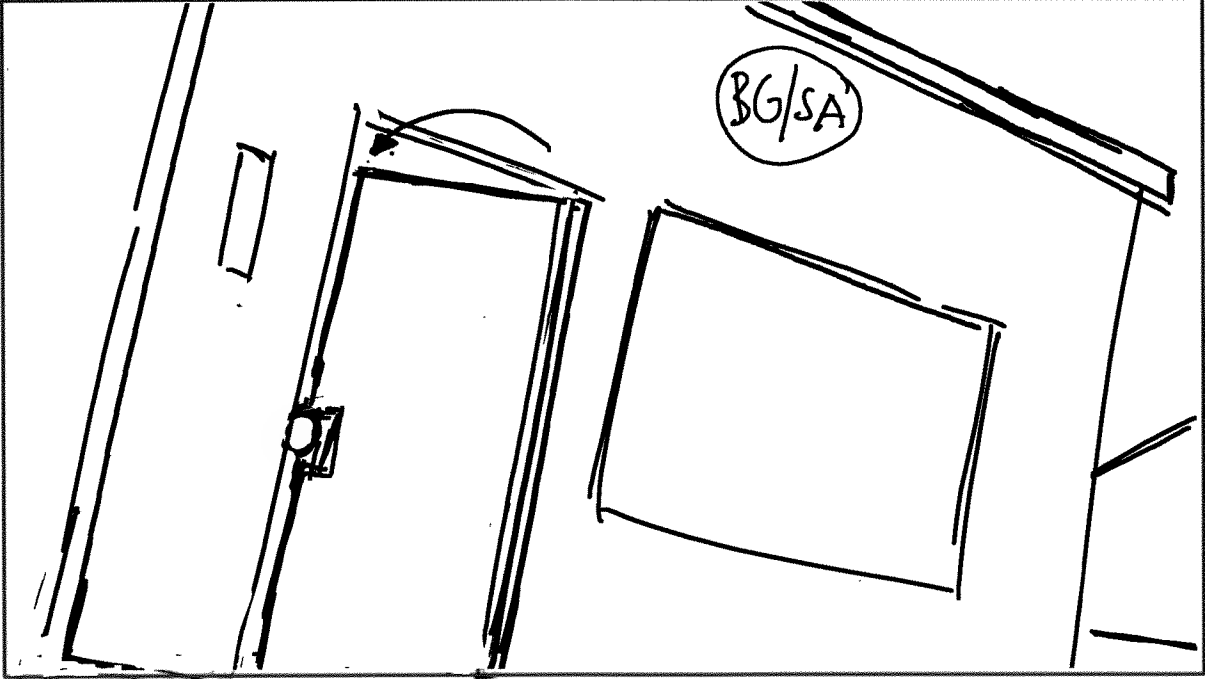
1020 003

251A NEXT

Scene	141	Panel	1
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Scene	141 CONT	Panel	2
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Pls 1 thru 5
004

APR 10 2013

1020 003

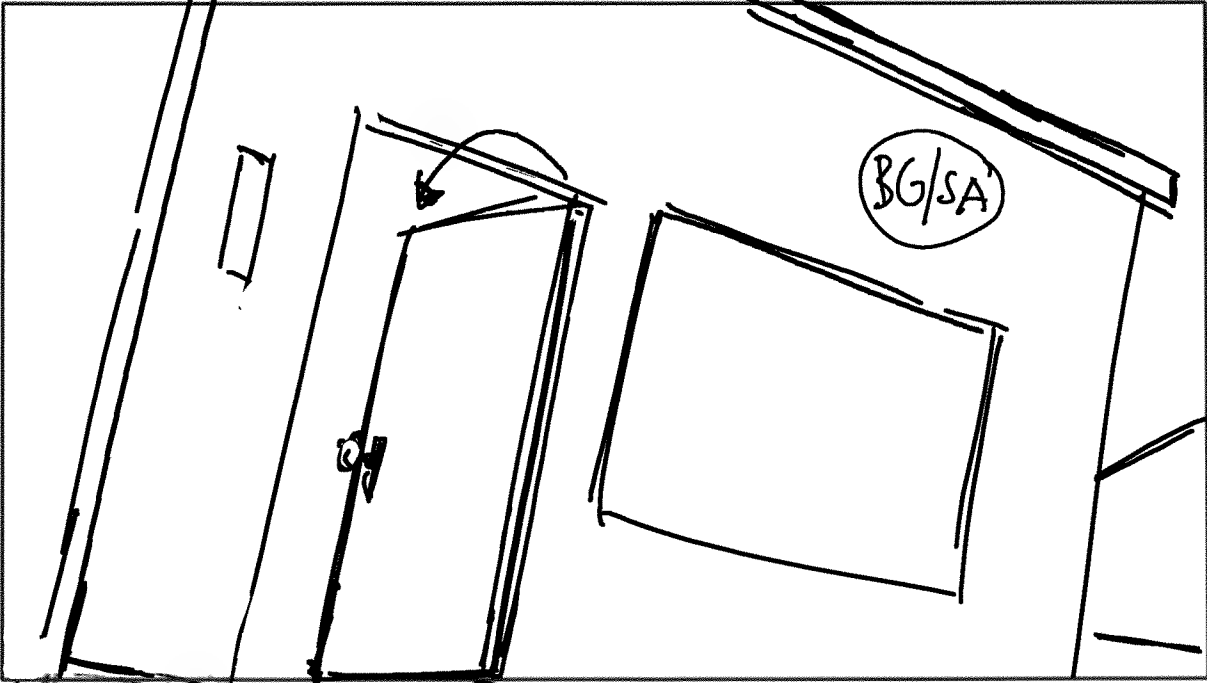
1020 003

251B NEXT

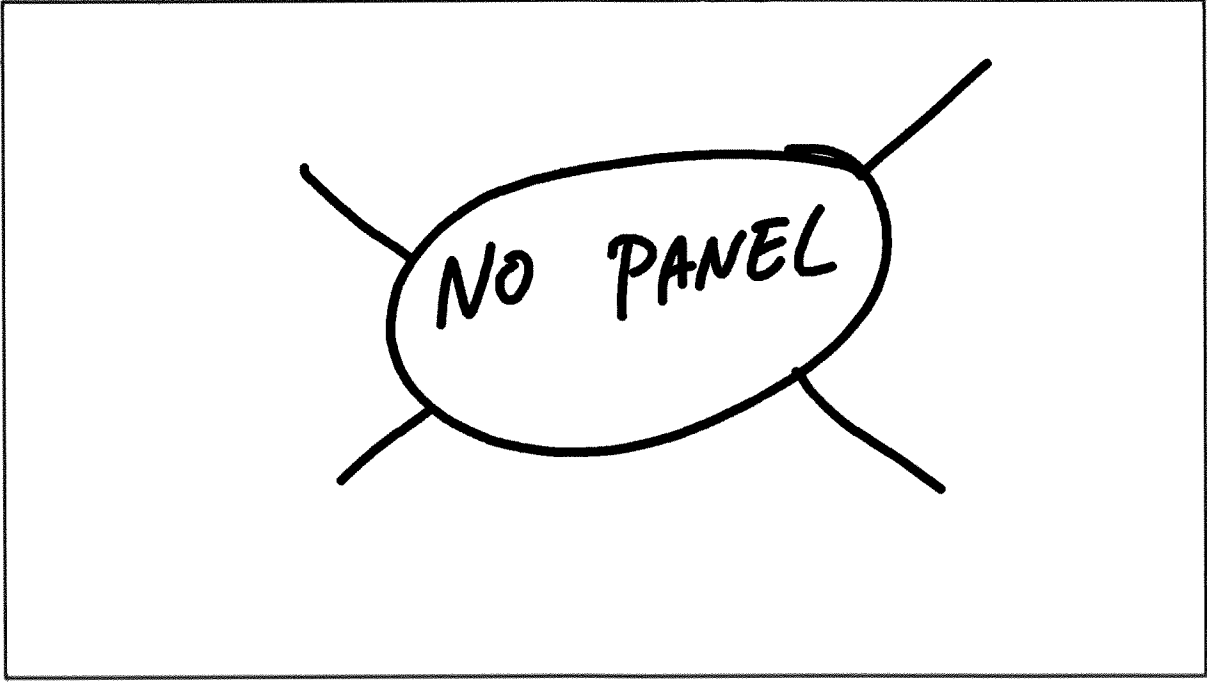
Scene	Panel
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141 CONT

3



Scene	Panel
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APR 10 2013

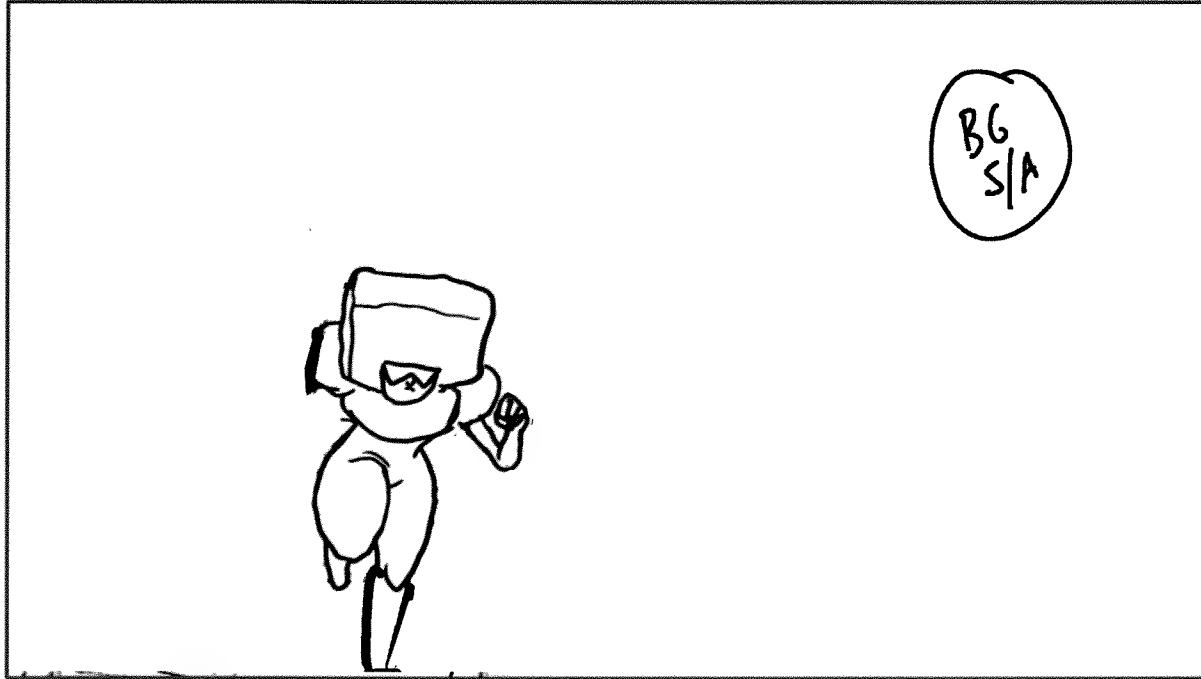
1020 003

1020 003

252 NEXT

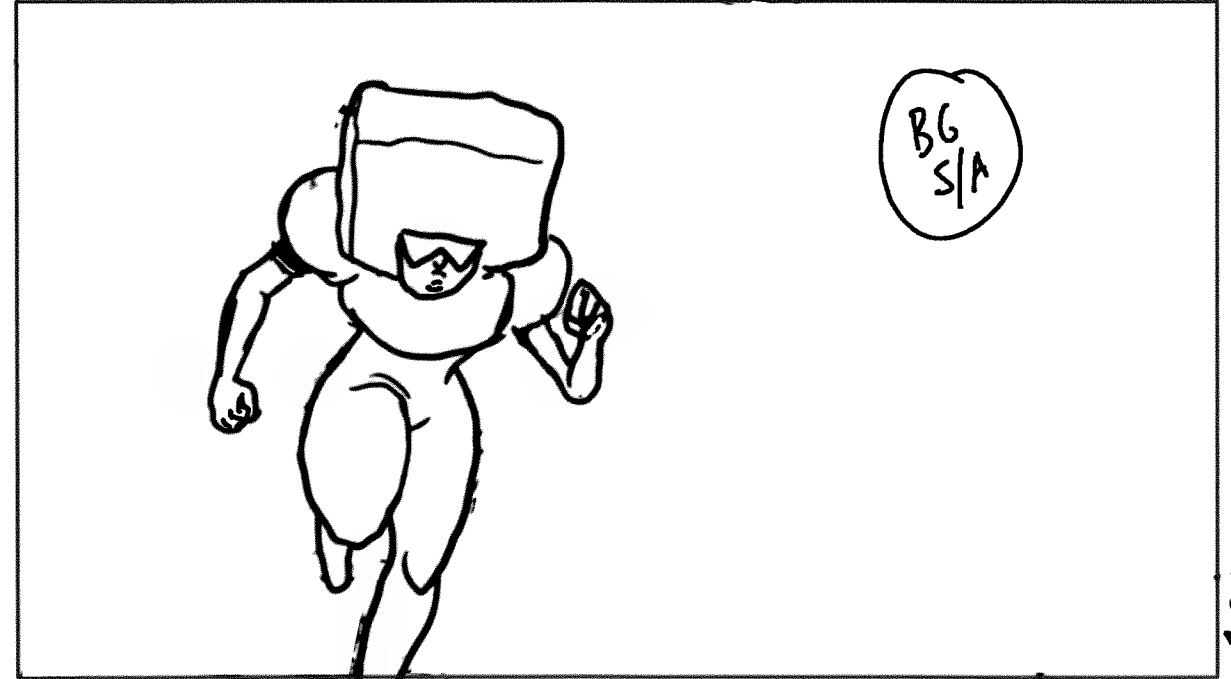
Scene 141 CONT

Panel 4



Scene 141/CONT

Panel 5



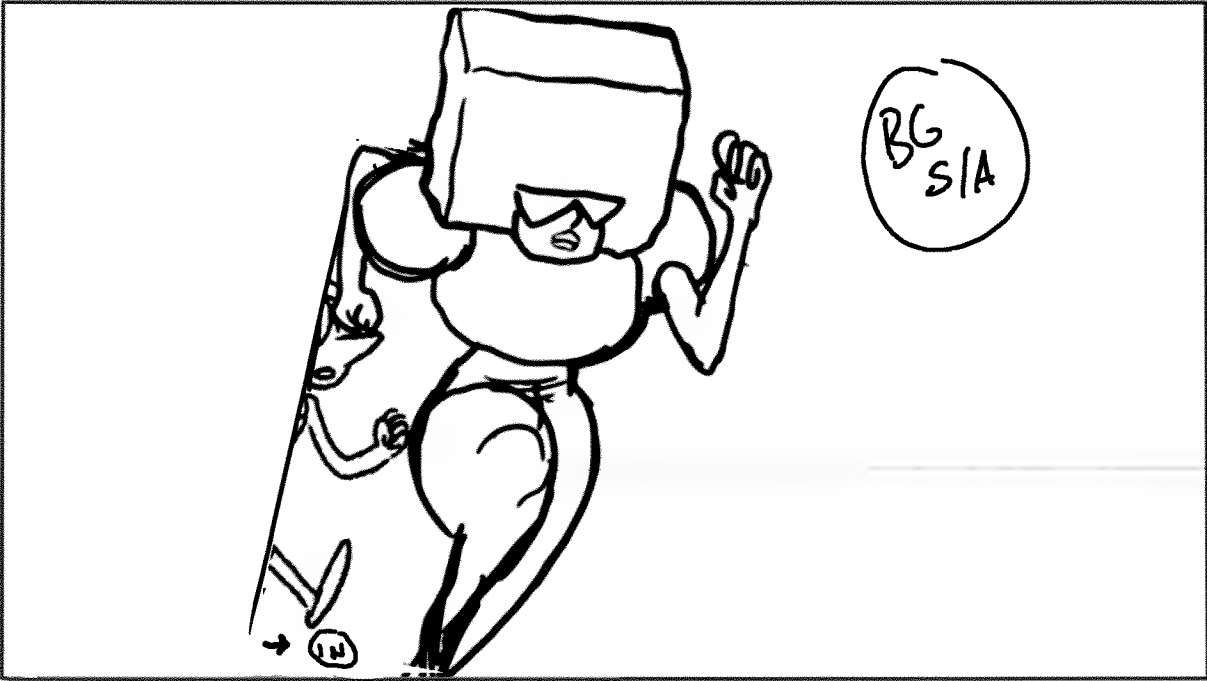
Dialogue

Garnet noise: (Running)

APR 10 2013

1020 003

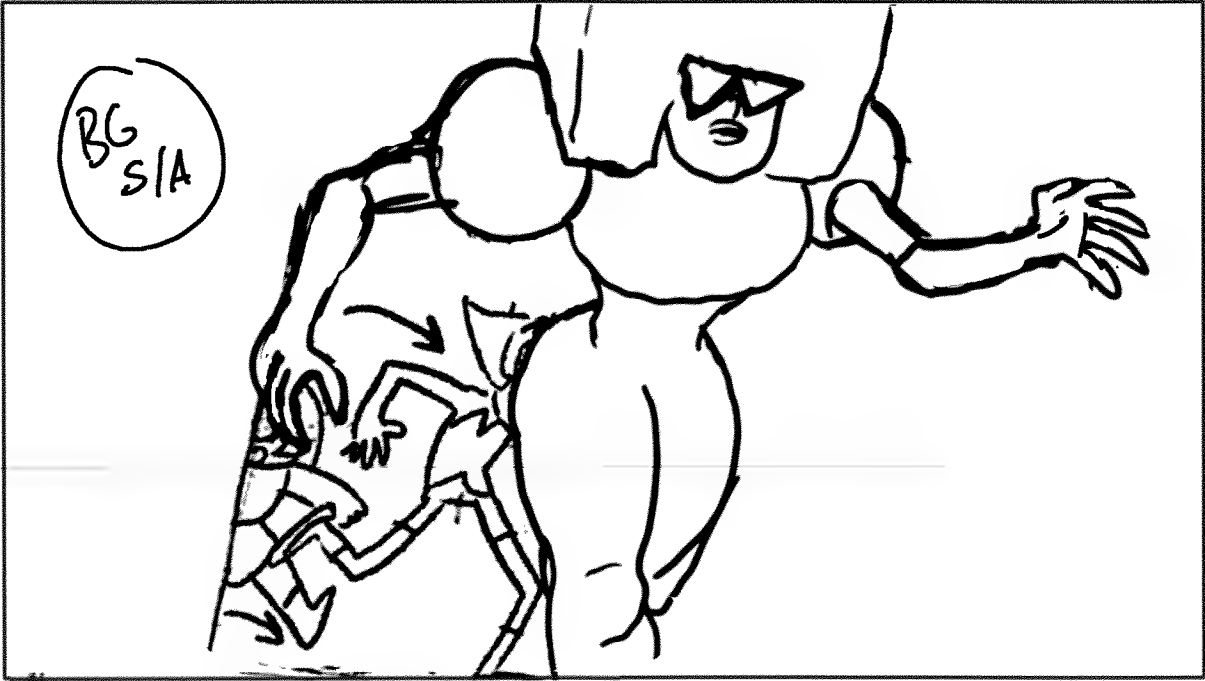
Scene 141 CONT Panel 6



Dialogue
Garnet noise: (Running)

004

Scene 141 CONT Panel 7

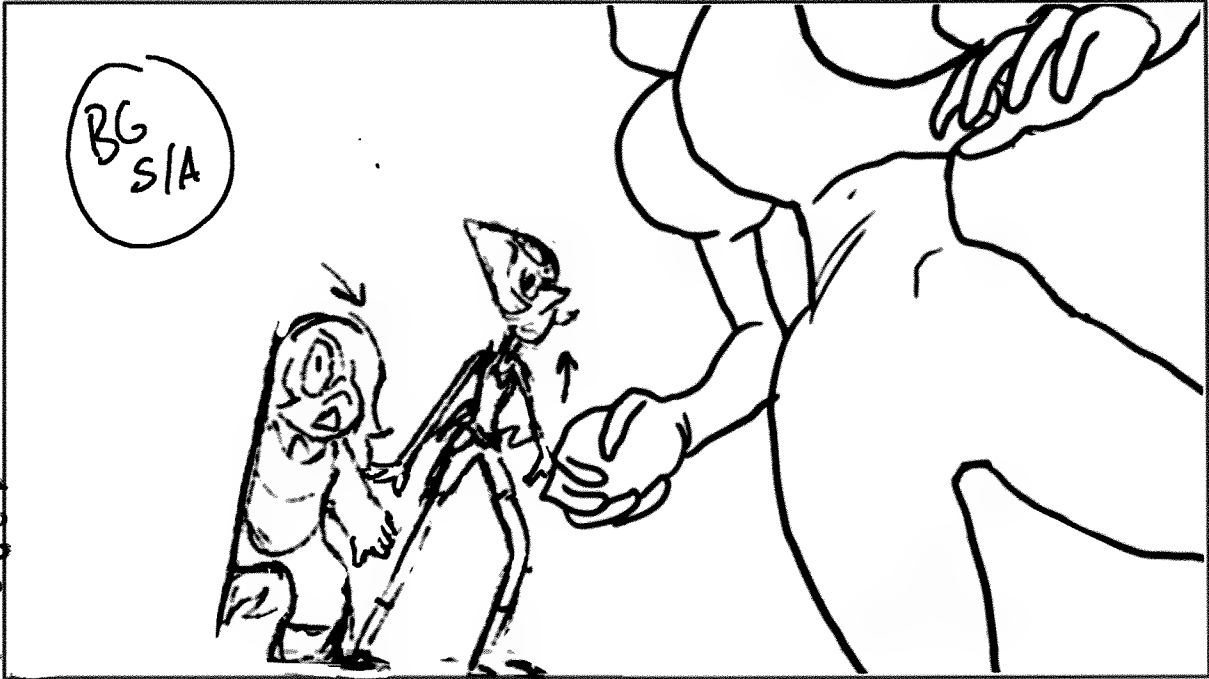


Dialogue
Garnet noise: (Running)

APR 10 2013

004

Scene	141 CONT	Panel	8
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1020 003

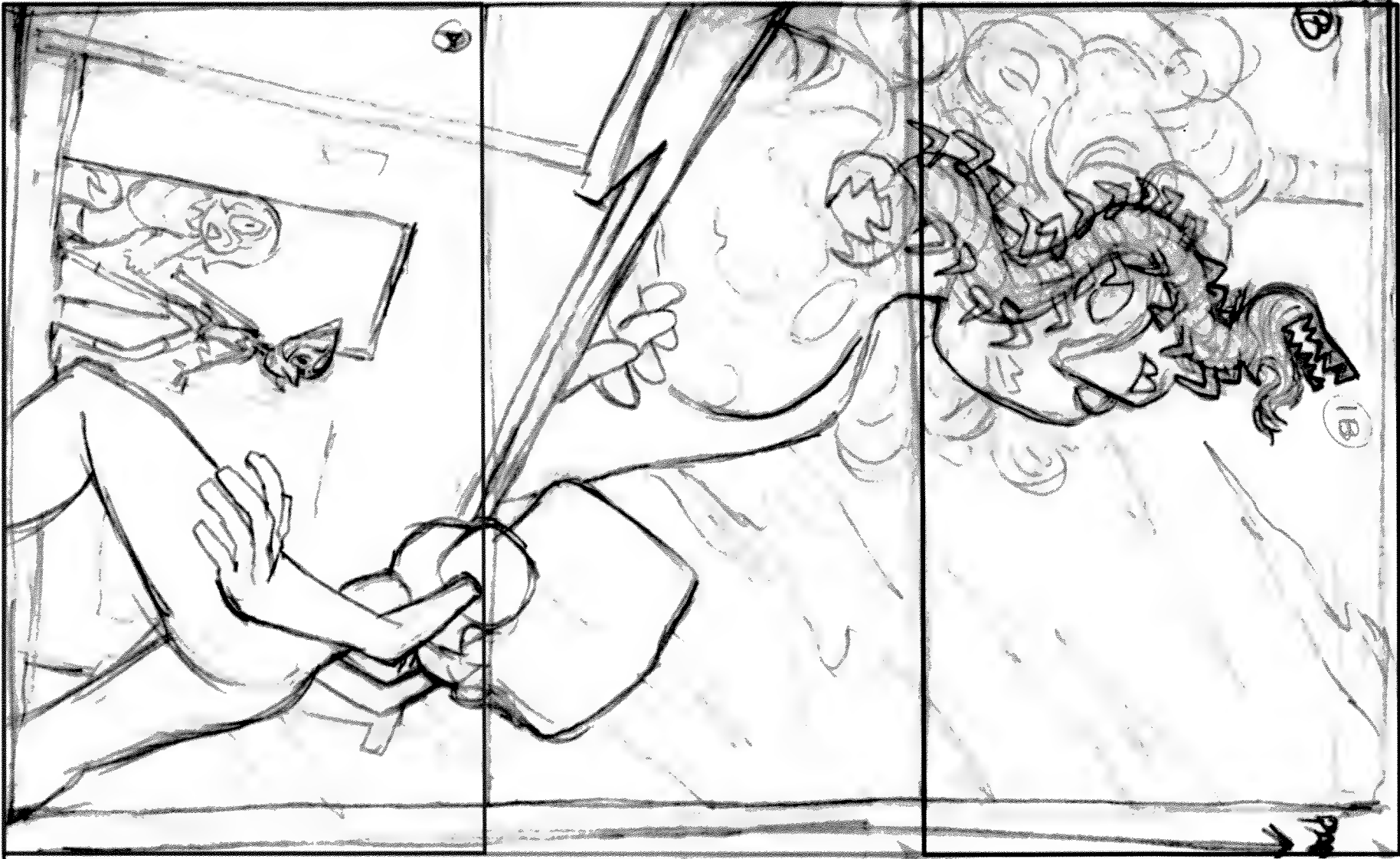
1020 003

APR 10 2013

1020 003

Dec

Scene	141 CONT	Panel	9
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APR 10 2013

Dialogue
Monster noise: (Growl)

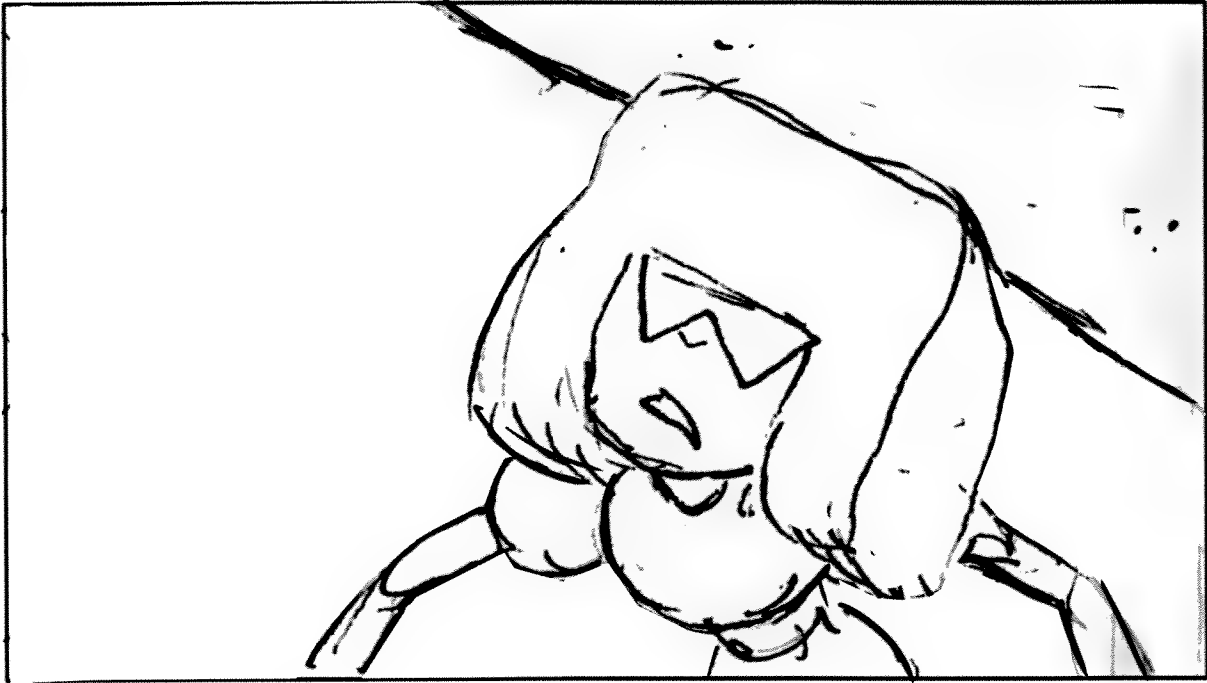
HOLD 006
ADD 103
HOLD 204

1020 003

1020 003

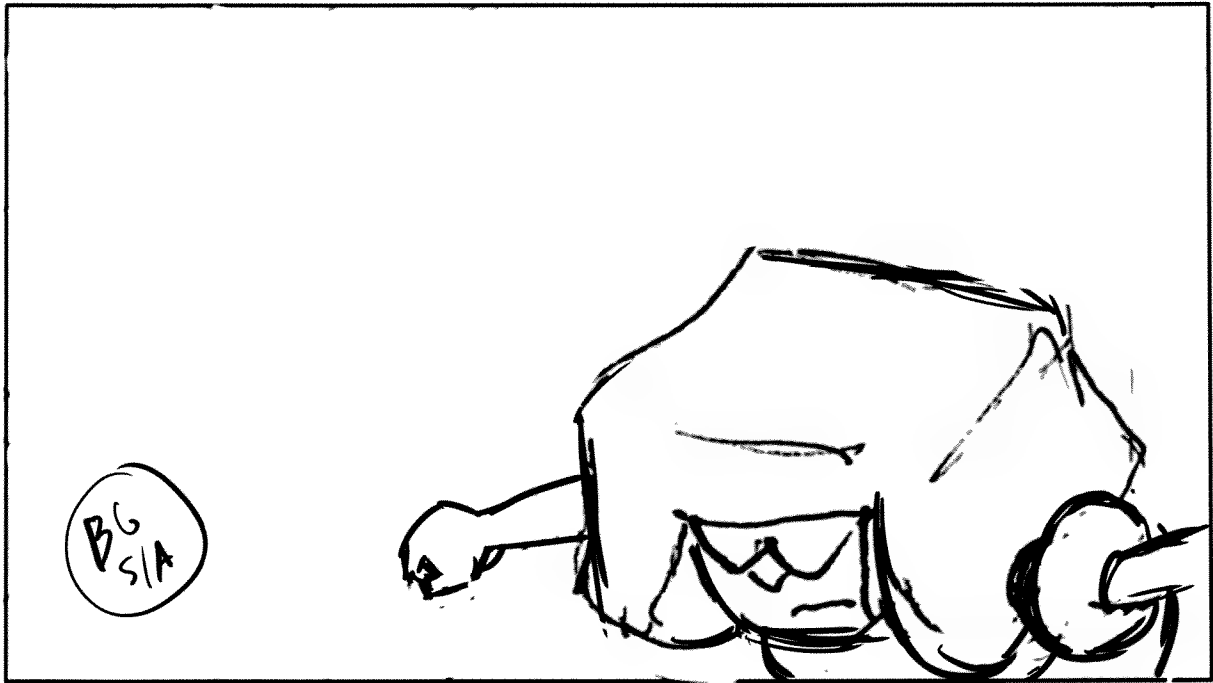
Action Notes
Camera pans up.

Scene	143	Panel	1
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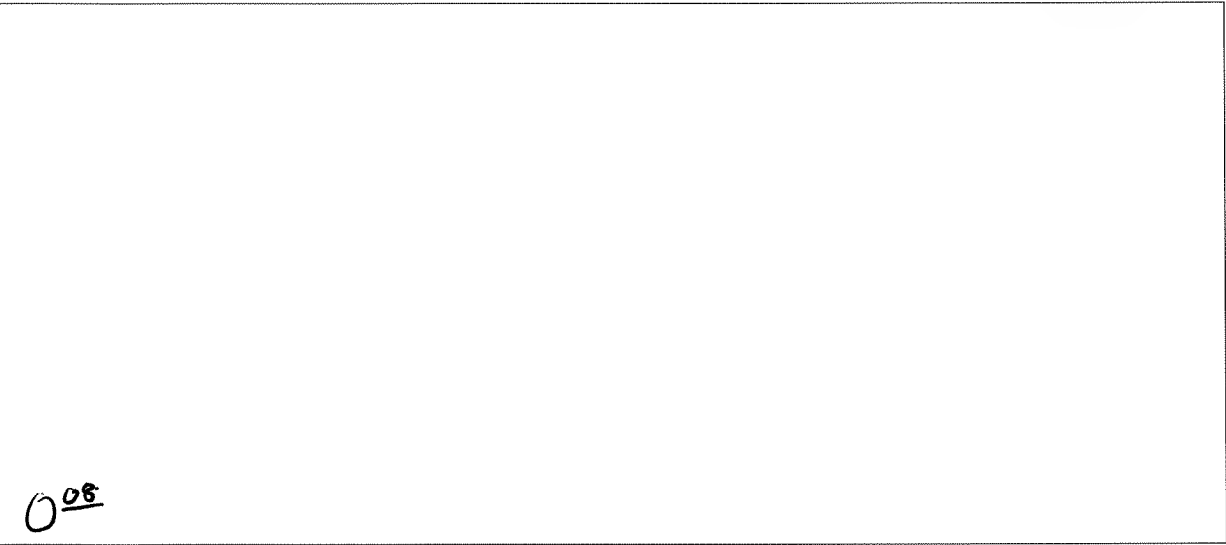


Dialogue
Garnet: It's the mother -
APR 10 2013
15

Scene 143 CONT Panel 2

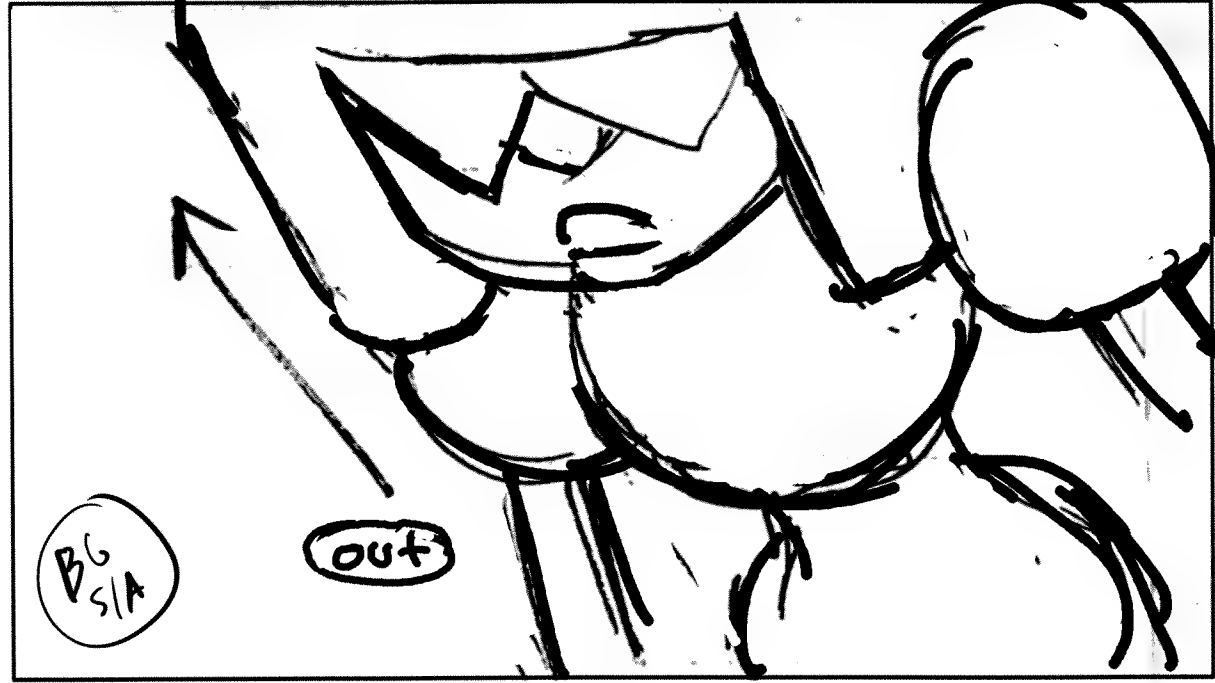


1020 003

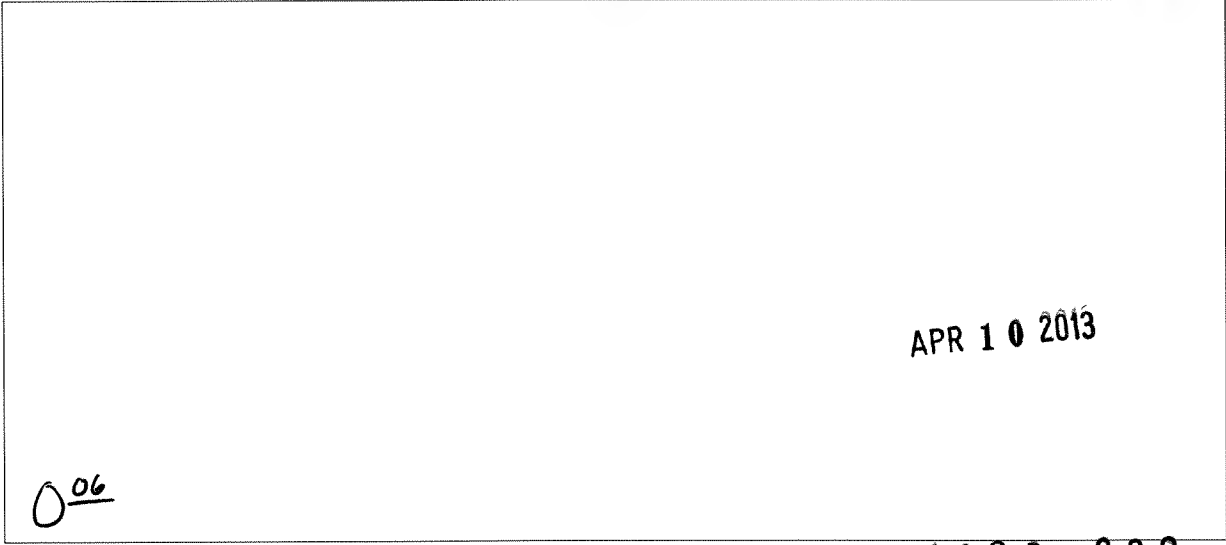


008

Scene 143 CONT Panel 3



1020 003

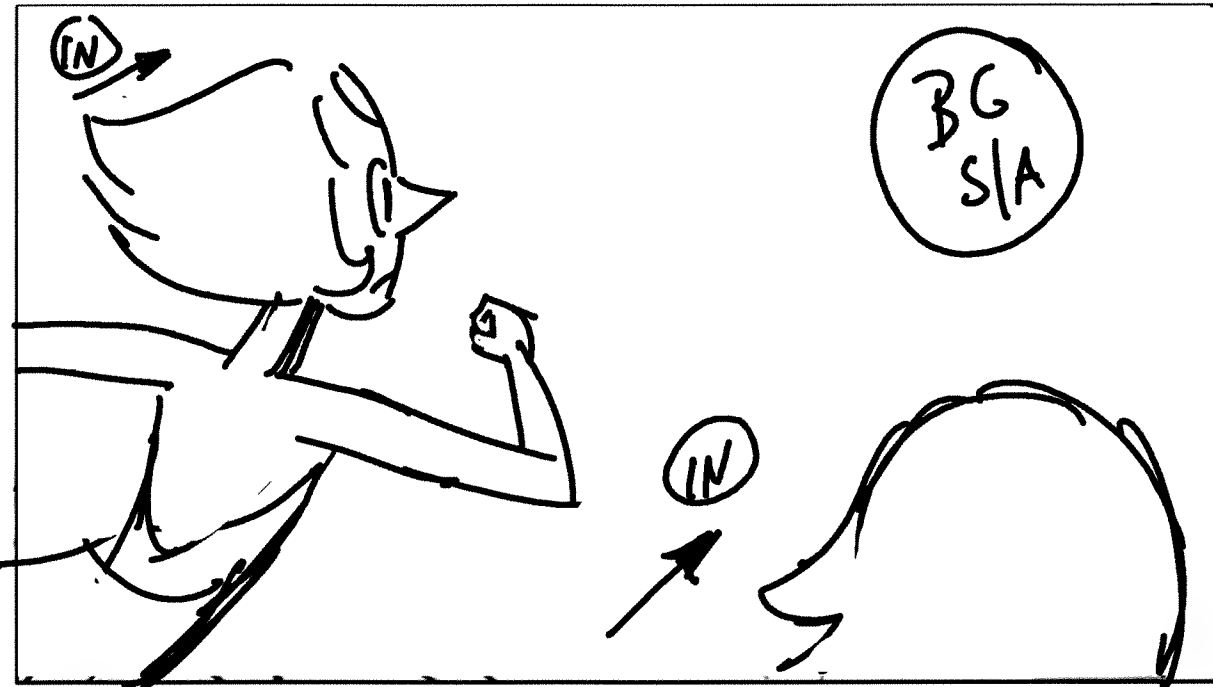


006

APR 10 2013

1020 003

Scene	143 CONT	Panel	4
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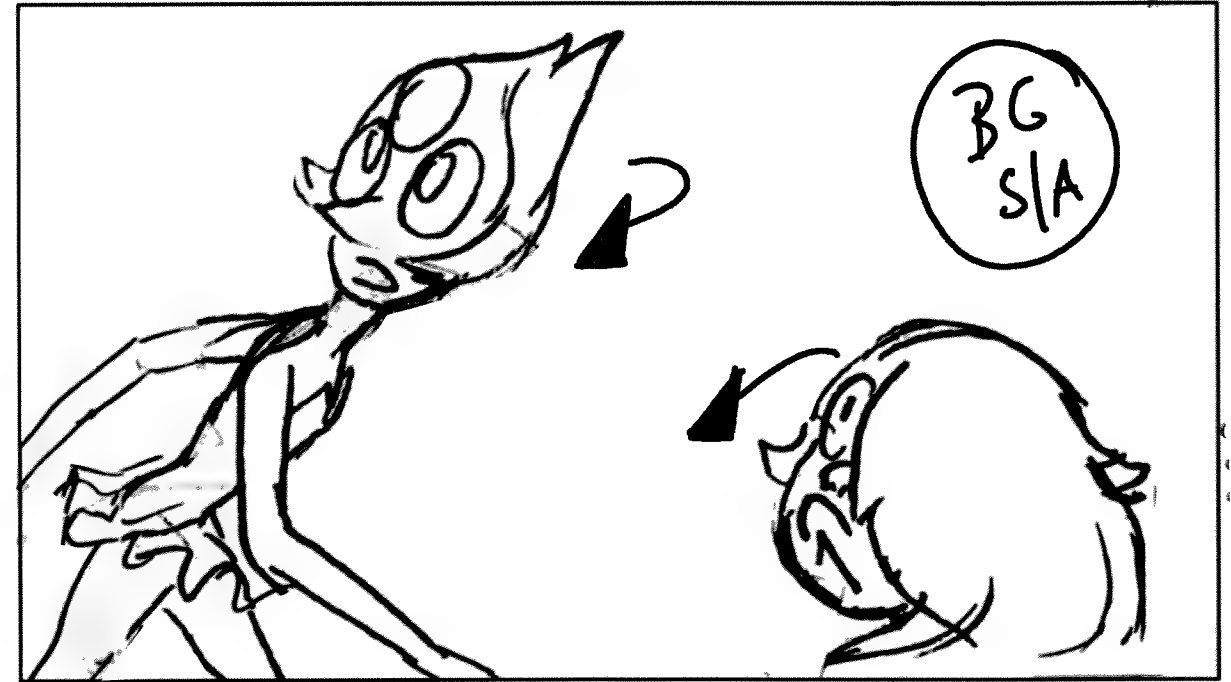


Action Notes

Pearl and Amethyst enter frame after Garnet leaves.

Pals 4 thru 5
107

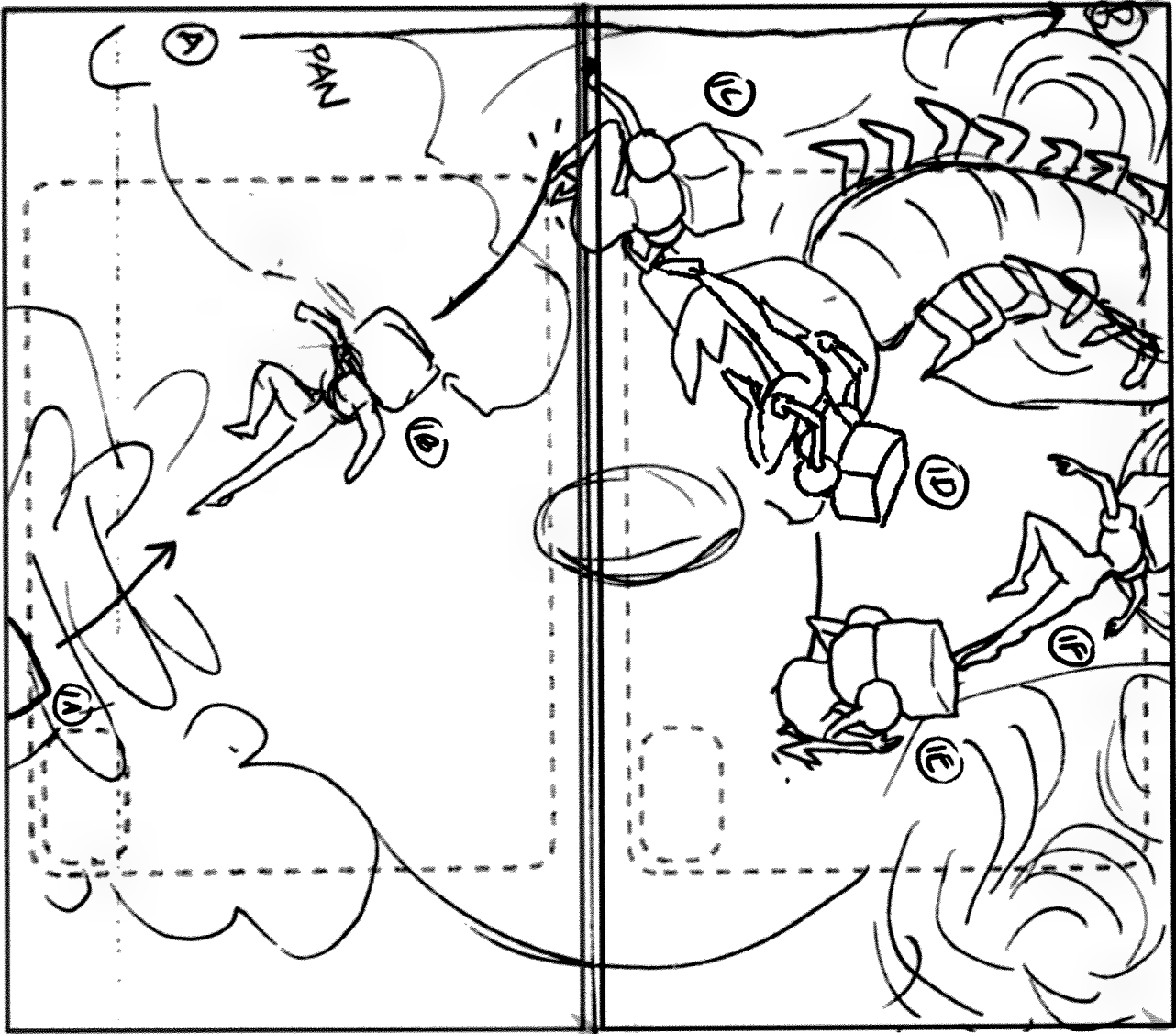
Scene	143 CONT	Panel	5
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APR 10 2015

1020 003

Scene	144	Panel	1
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Action Notes
Camera follows Garnet up.

ADD
203
HOLD
011

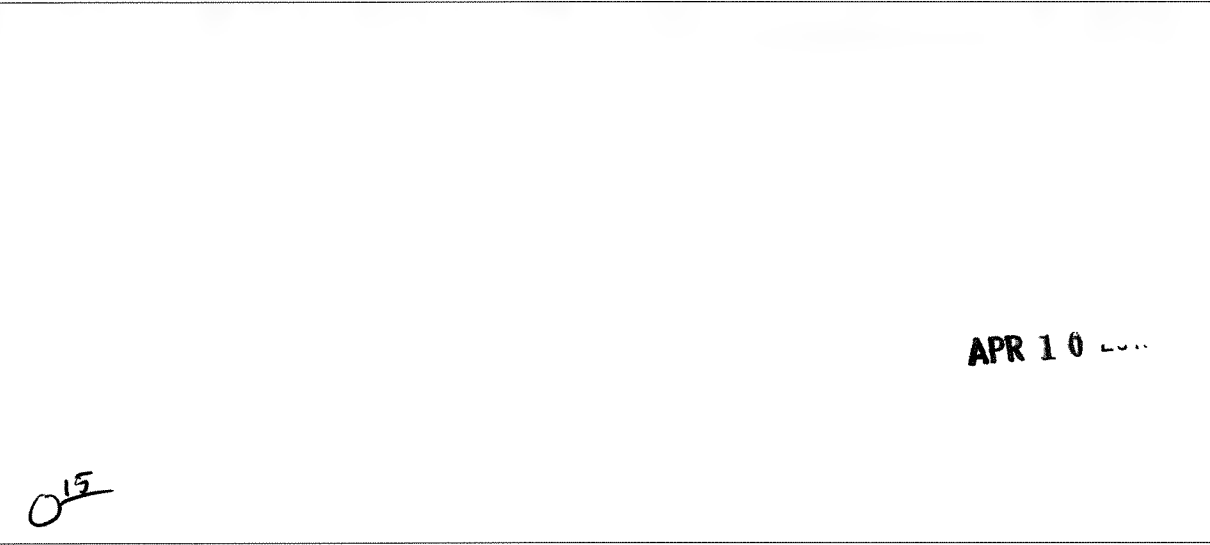
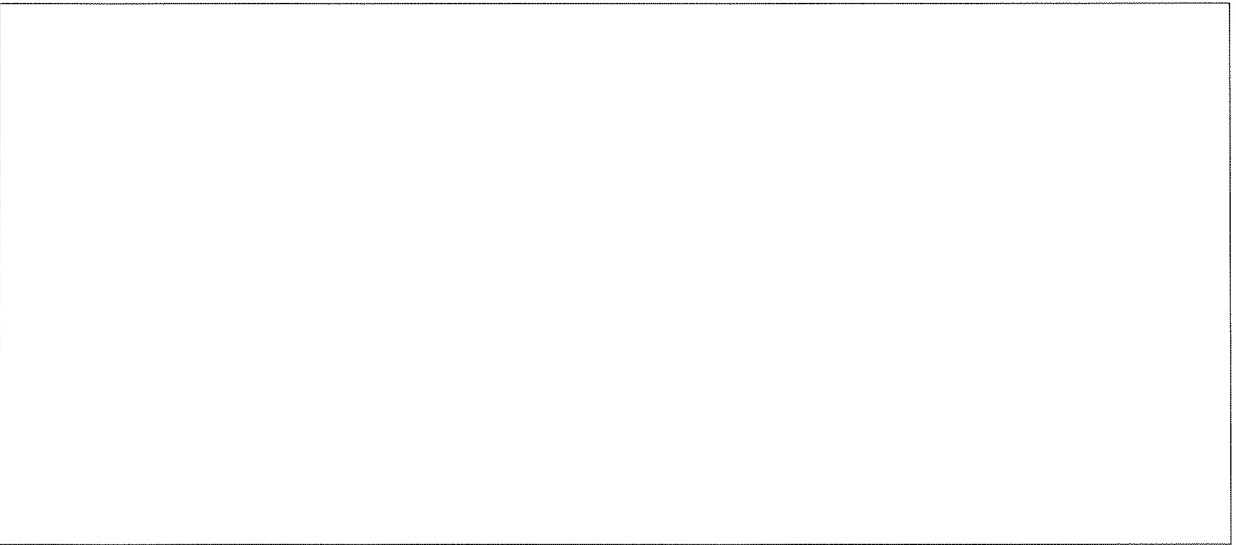
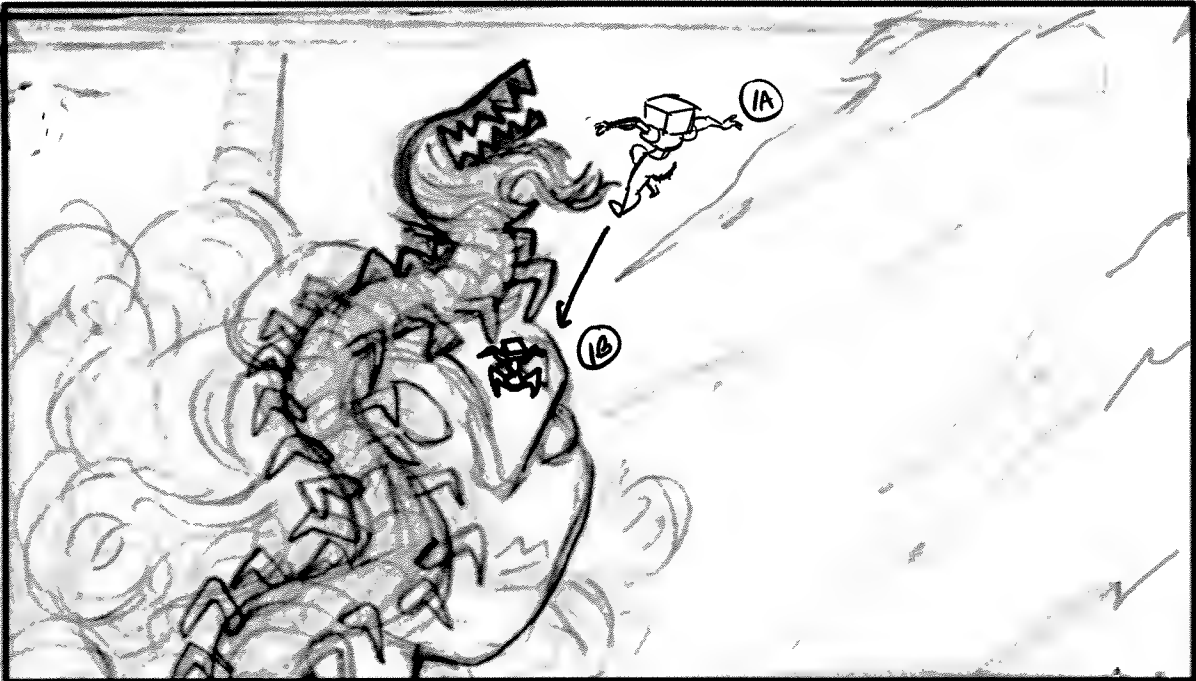
APR 10 2013

259A NEXT

Scene

Scene 145

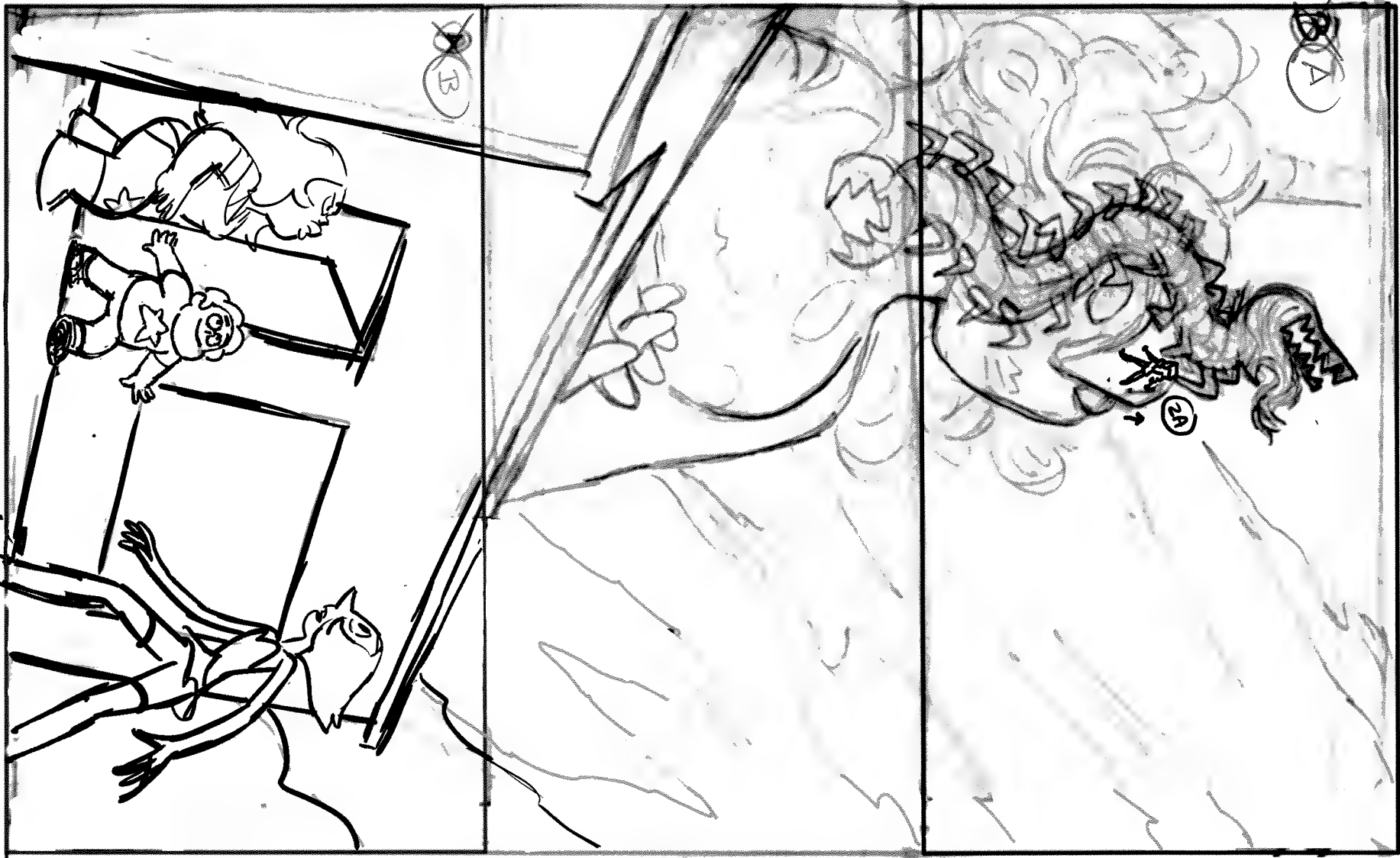
Panel 1



1020 003

1020 003

Scene	145 CONT	Panel	2
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Dialogue	ADD	PMS 2 thru 3
Monster noise: (Growl)	005	Hold 301

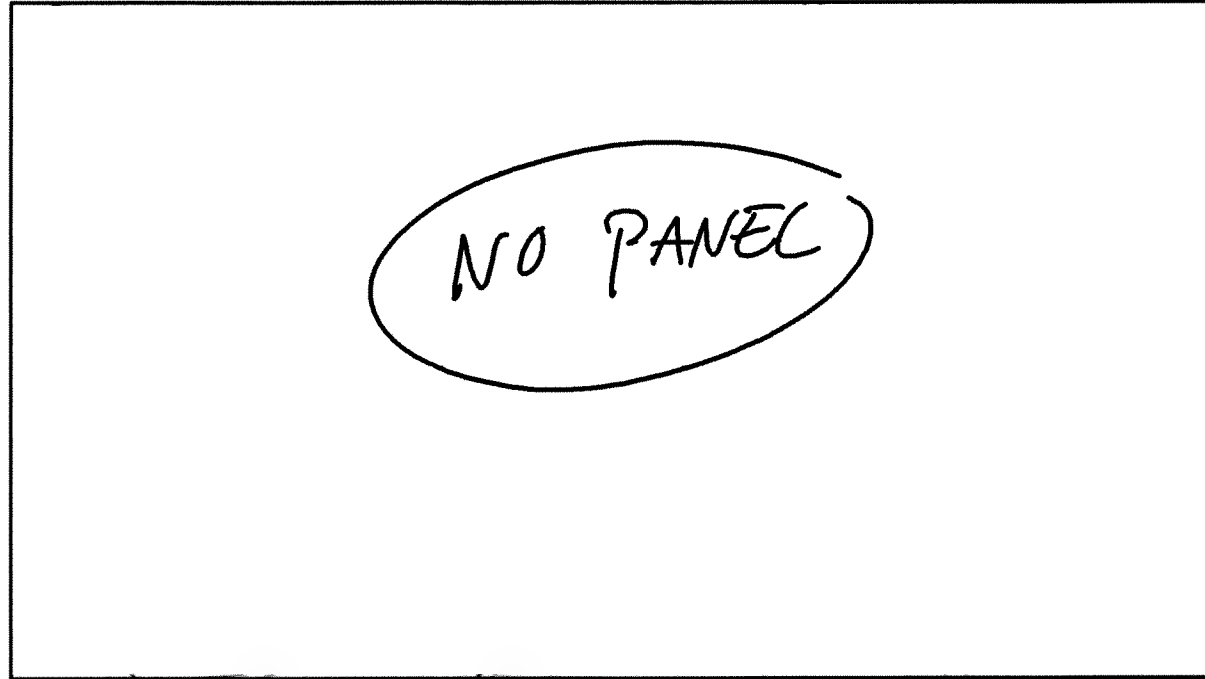
1020 003

1020 003

NO SC
146

260NEXT

Scene

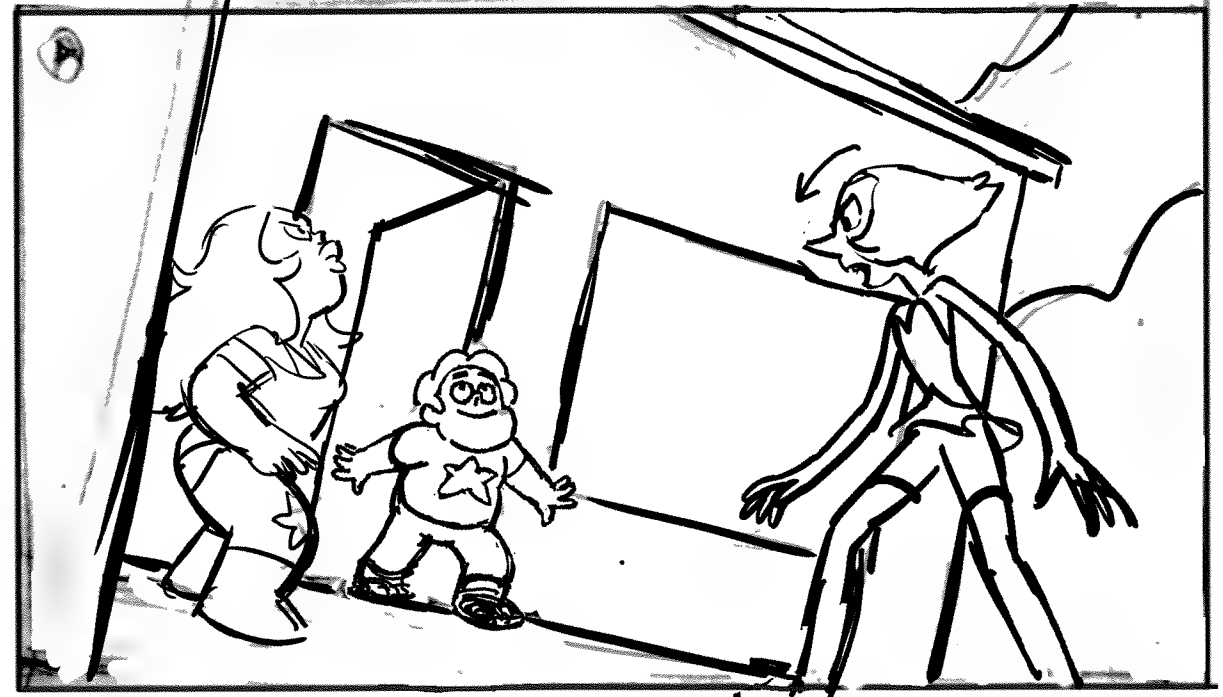


Scene

145 CONT

Panel

3



③ STAY IN THE HOUSE, STEVEN!

APR 10 2013

1020 003

1020 003

1020 003

Action Notes
Camera quick zooms out.

Scene	147	Panel	1
-------	-----	-------	---



Dialogue
Steven: No wait! I'm coming...

APR 10 2013

207

1020 003

1020 003

NO SC
148

Scene	147 CONT	Panel	2
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Dialogue
Steven: ... too!

102

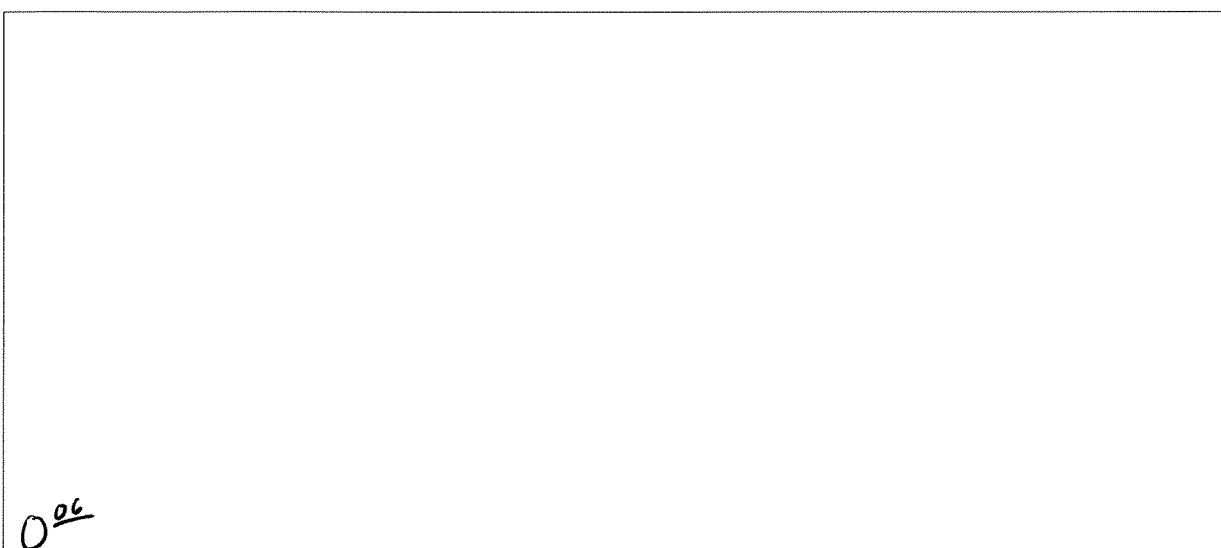
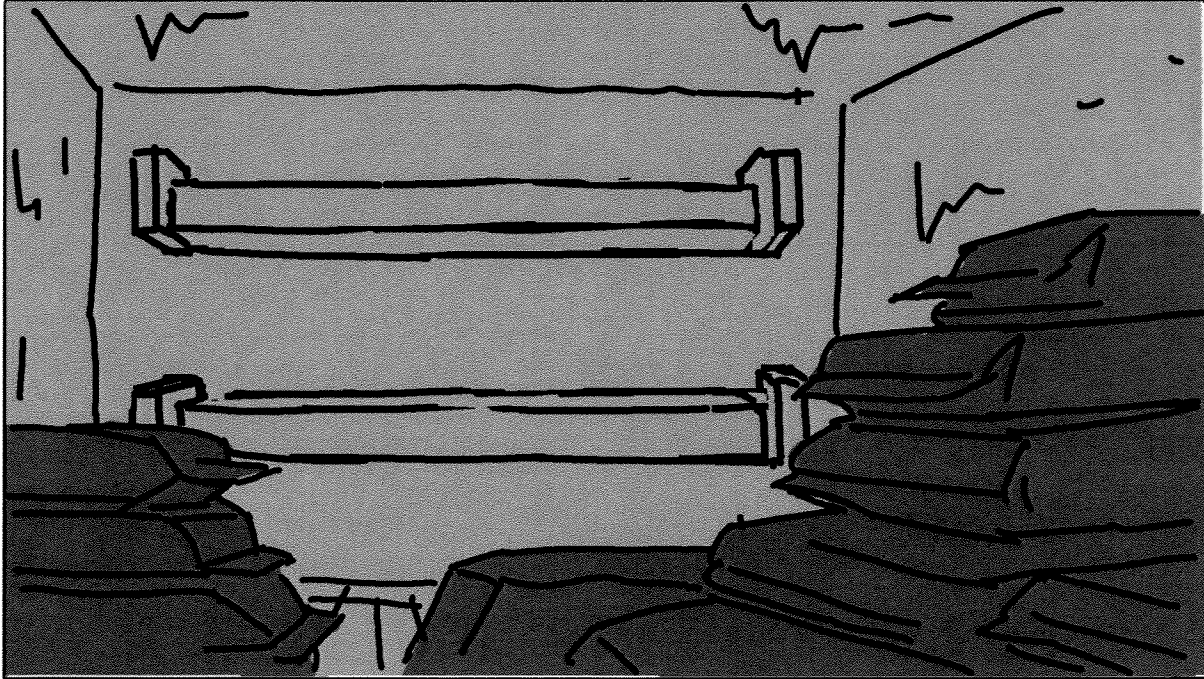
APR 10 2013

1020 003

1020 003

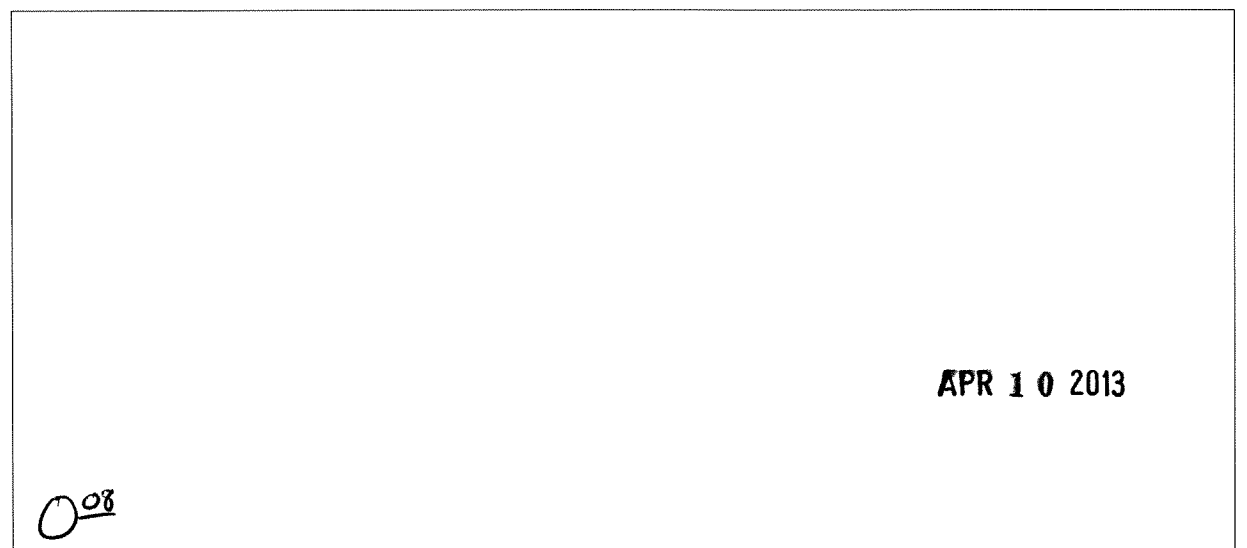
1020 003

Scene	Panel
149	1



006

Scene	Panel
149 CONT	2



008

APR 10 2013

1020 003

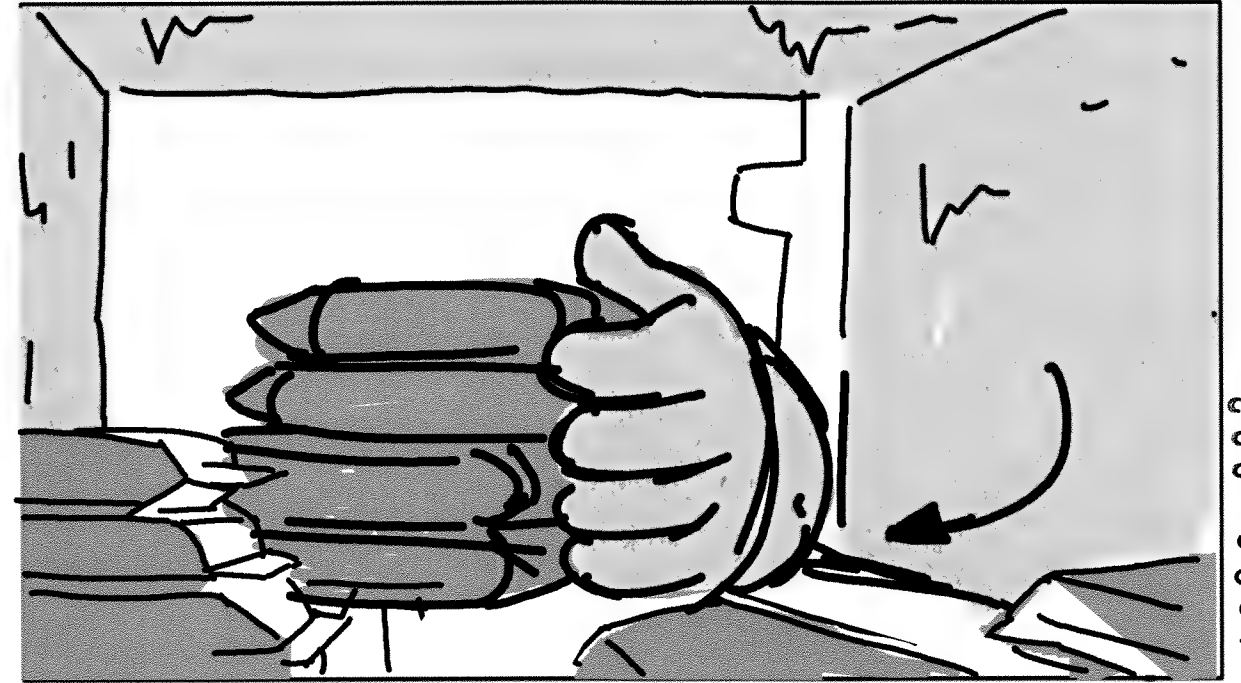
1020 003

1020 003

Scene	149 CONT	Panel	3
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Scene	149 CONT	Panel	4
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Action Notes
Steven grabs Cookie Cats

APR 10 2013

004

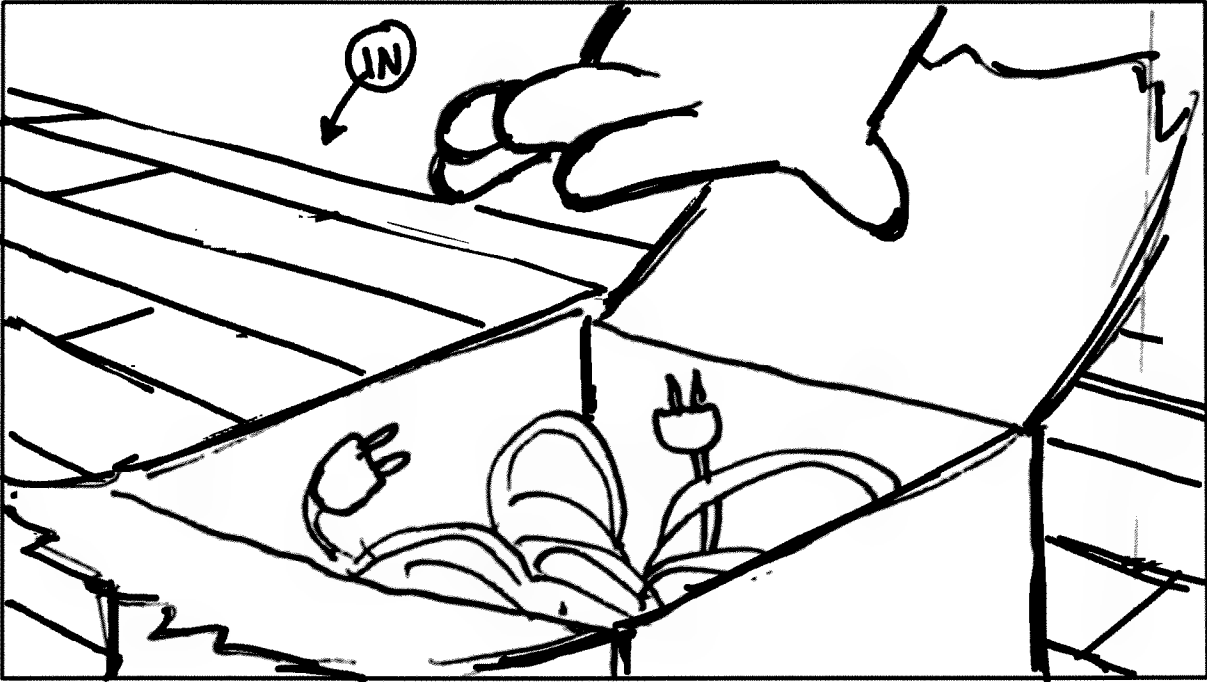
005

1020 003

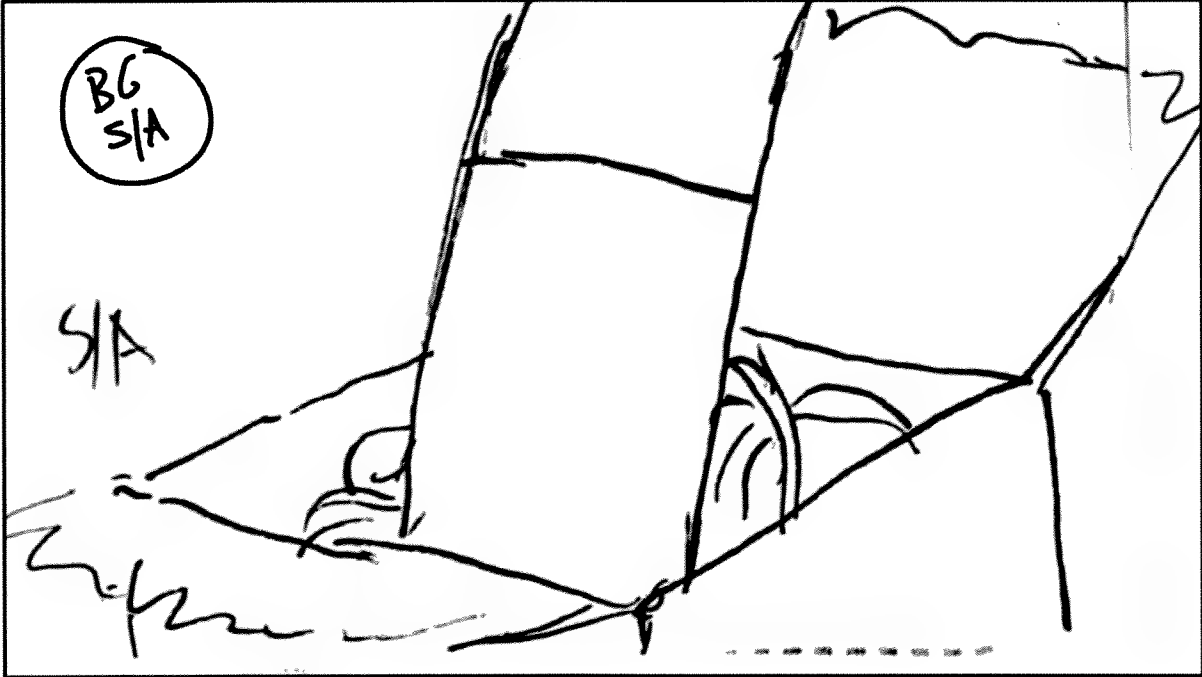
1020 003

1020 003

Scene 150 CONT Panel 1



Scene 150 CONT Panel 2



APR 10 2013

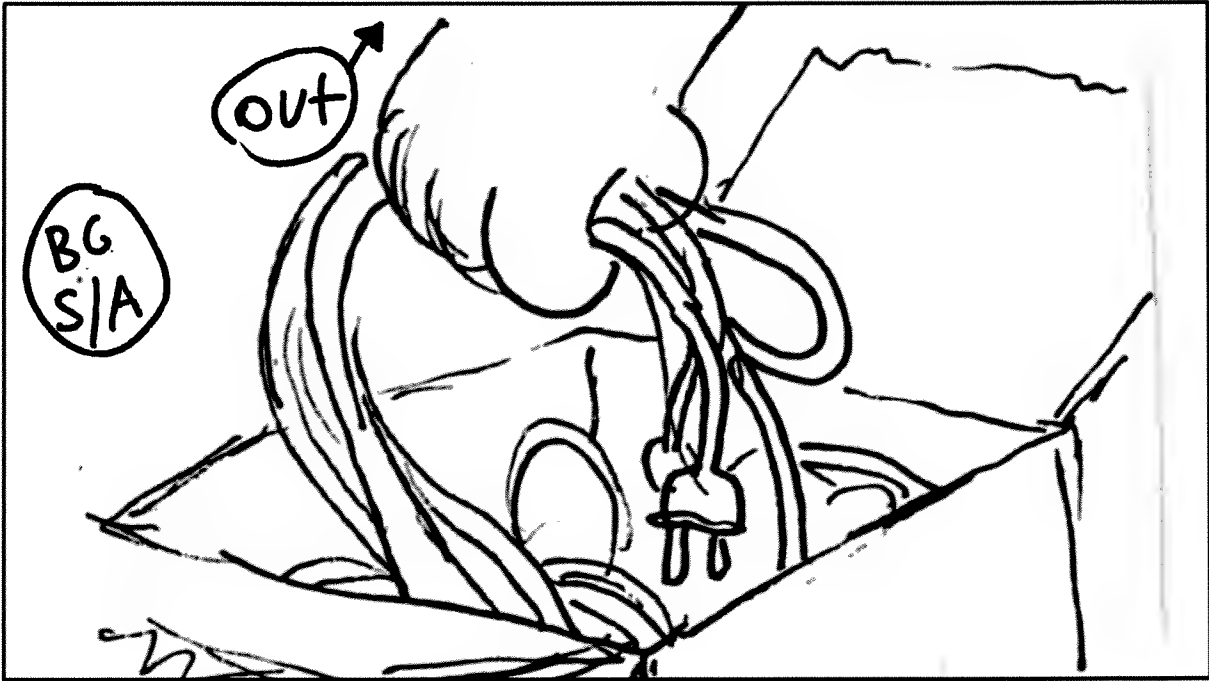
005

007

1020 003

1020 003

Scene	150 cont	Panel	3
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005

Scene	151	Panel	1
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APR 10 2013

009

1020 003

1020 003

Scene	15/ CONT	Panel	2
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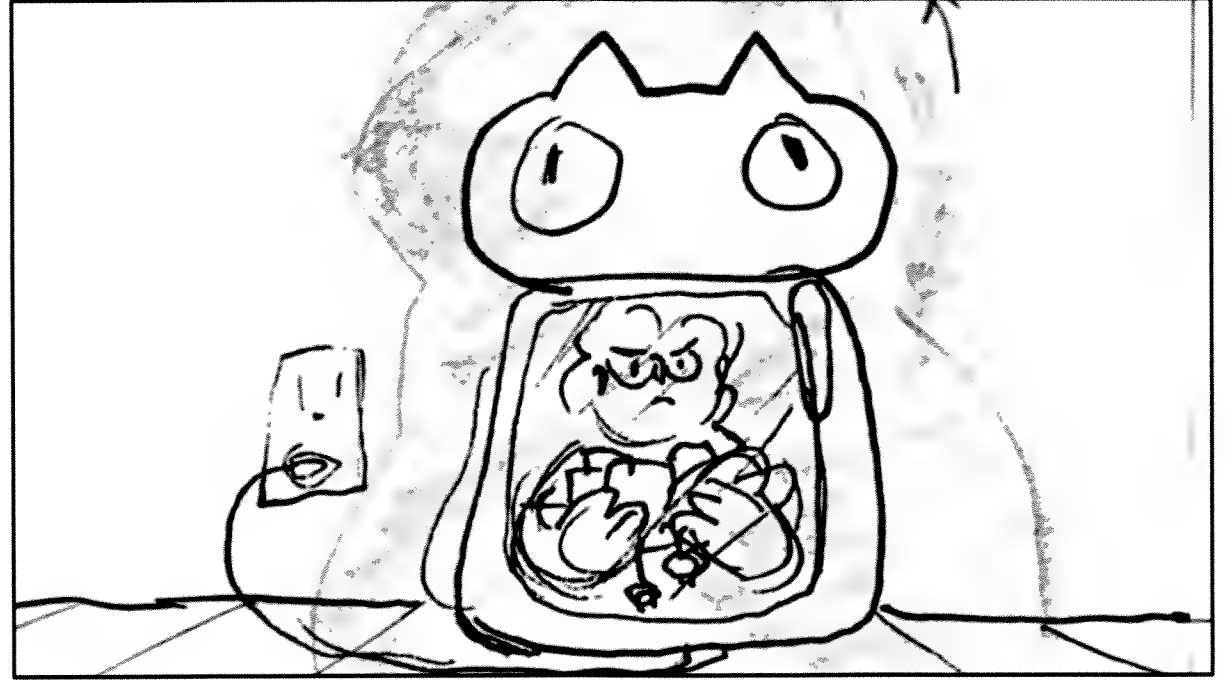


Action Notes

Steven's shadow and reflection rise

OK

Scene	15/ CONT	Panel	3
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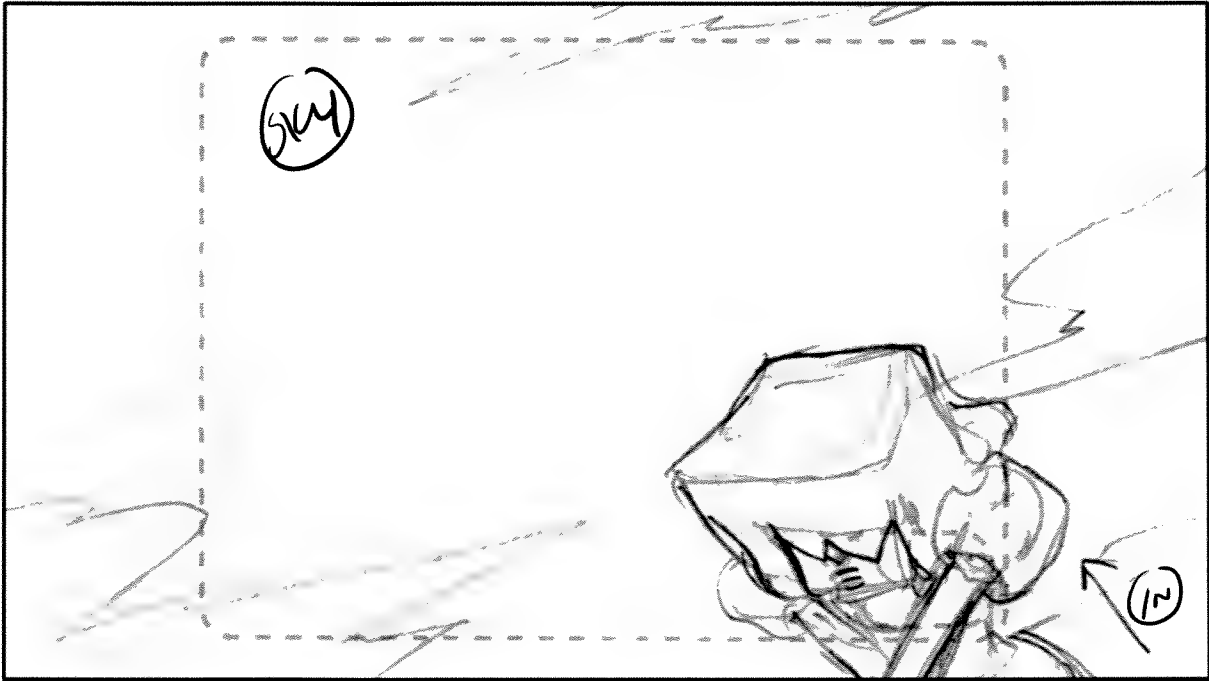
APR 10 2013

13

1020 003

1020 003

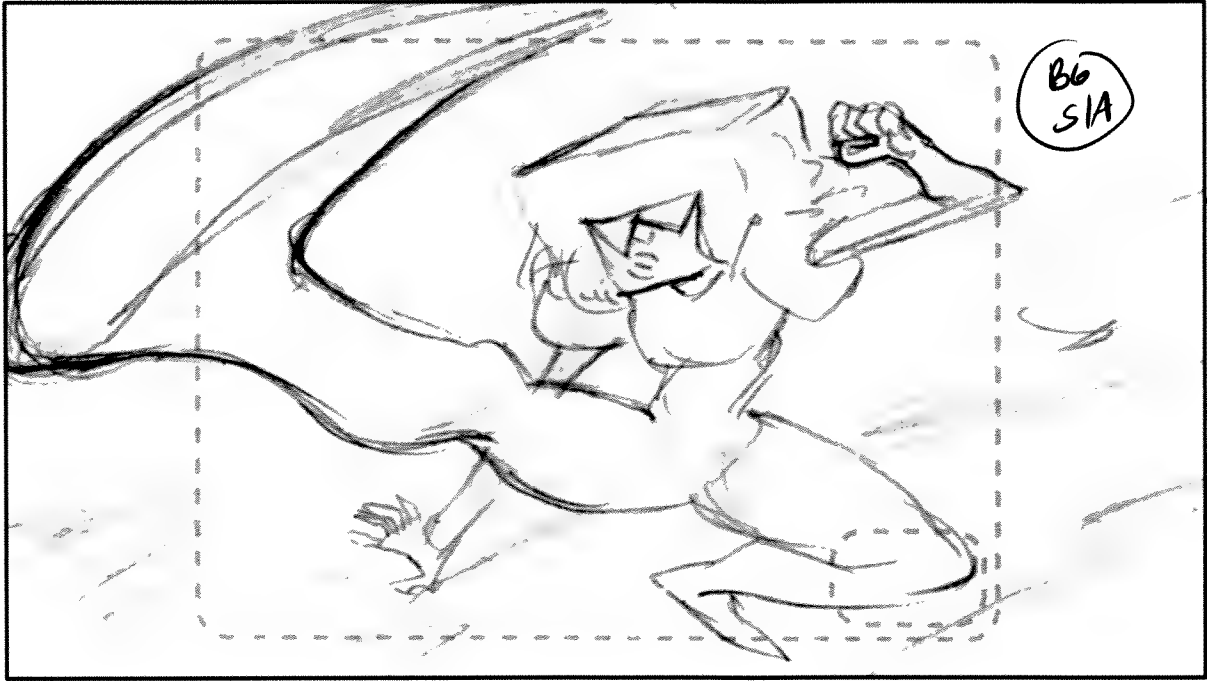
Scene	Panel
152	1



Action Notes
Garnet leaps into frame.

004

Scene	Panel
152 CONT	2



Dialogue
Garnet noise: (Huu)

007

APR 10 2013

1020 003

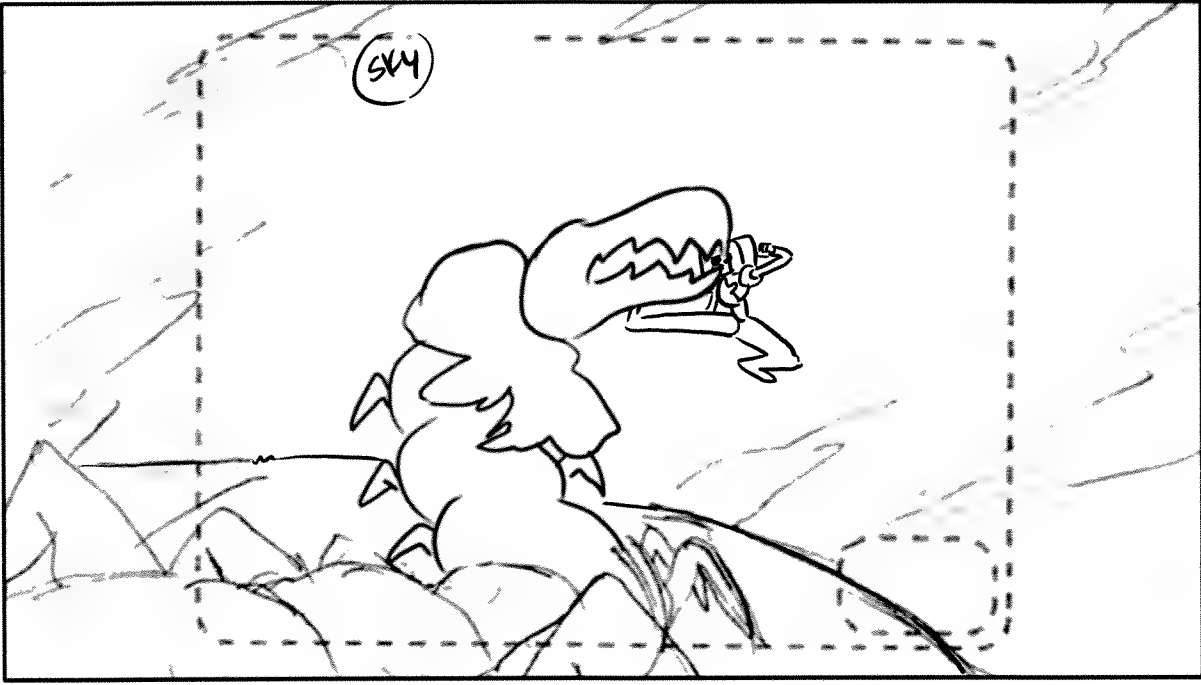
1020 003

Scene	153	Panel	/
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Action Notes
IMPACT FLASH
003

Scene	154	Panel	/
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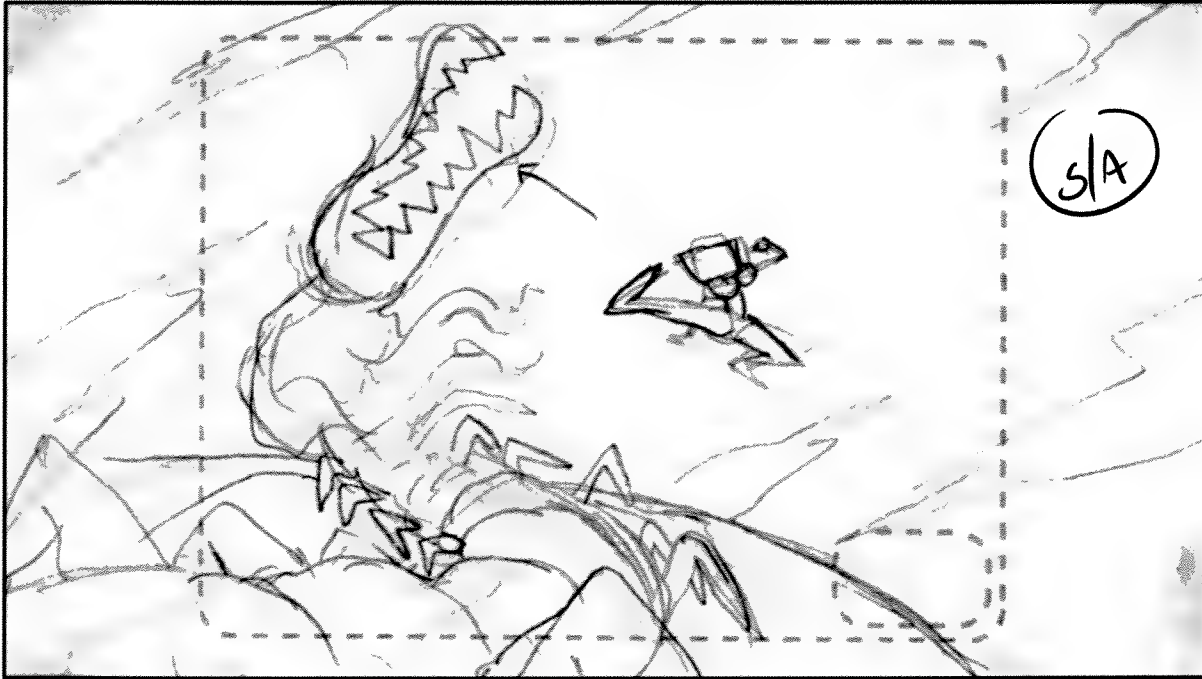


APR 10 2013
003

1020 003

1020 003

Scene	154 CONT	Panel	2
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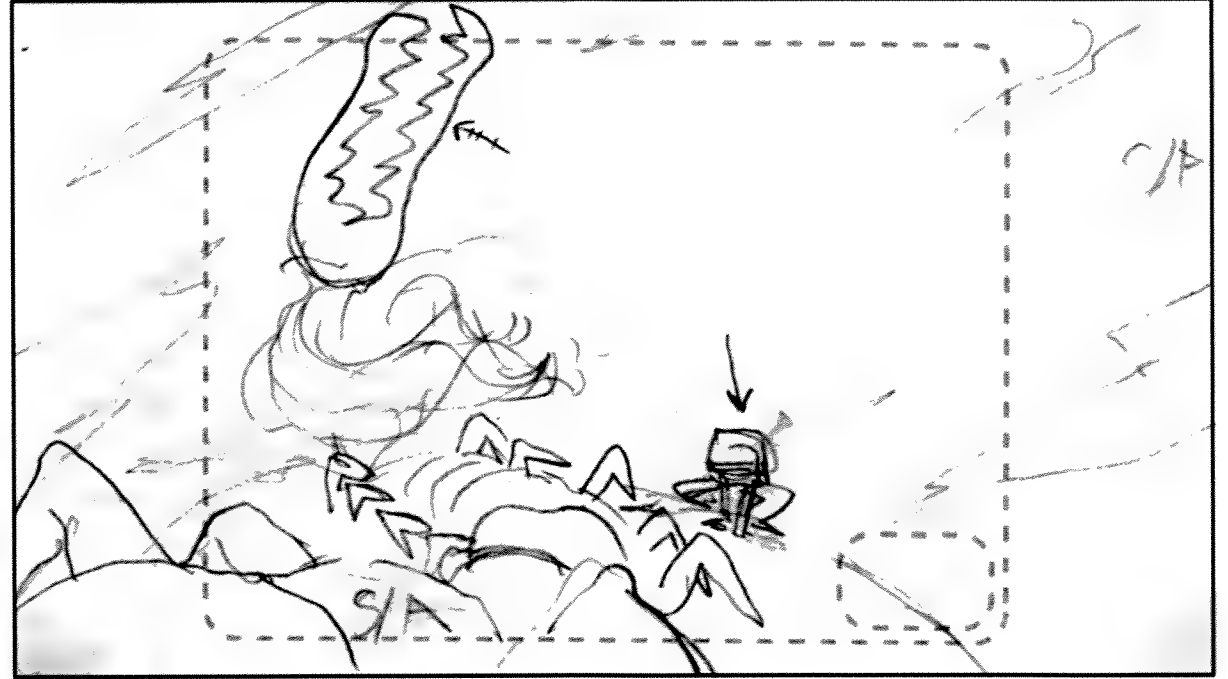


Dialogue
Monster noise: (Growl)

Action Notes
IMPACT FLASH

005

Scene	154 CONT	Panel	3
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APR 10 2013

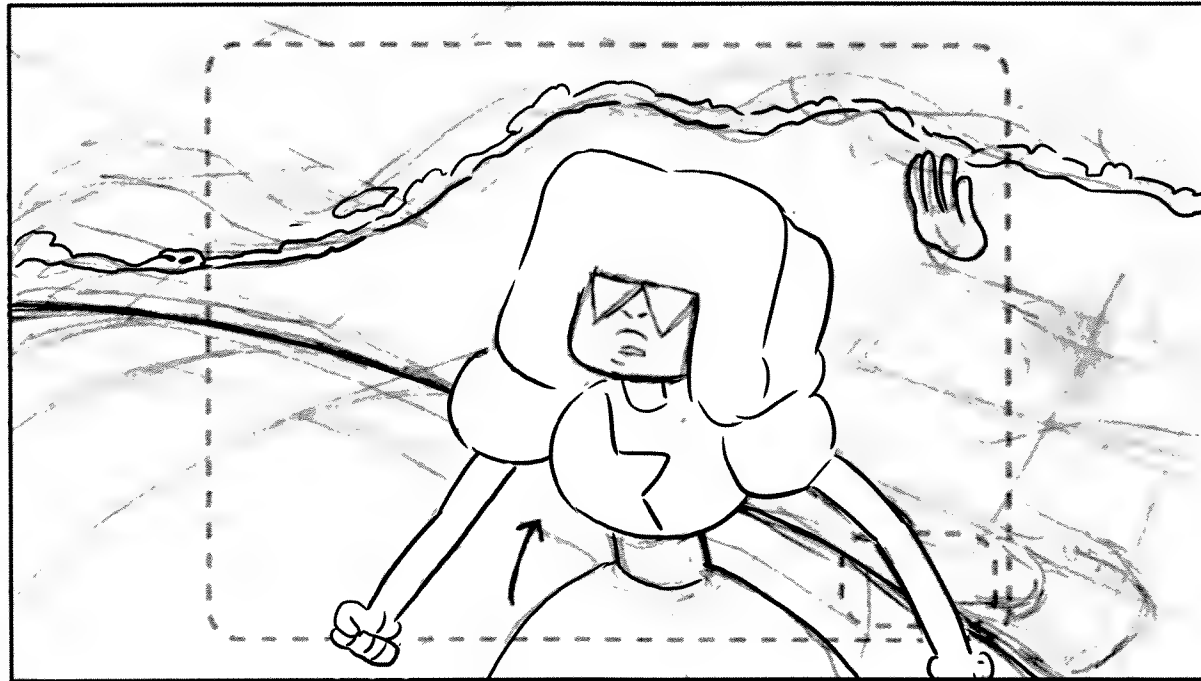
015

1020 003

Scene	155	Panel	1
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Scene	155 CONT	Panel	2
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APR 10 2013

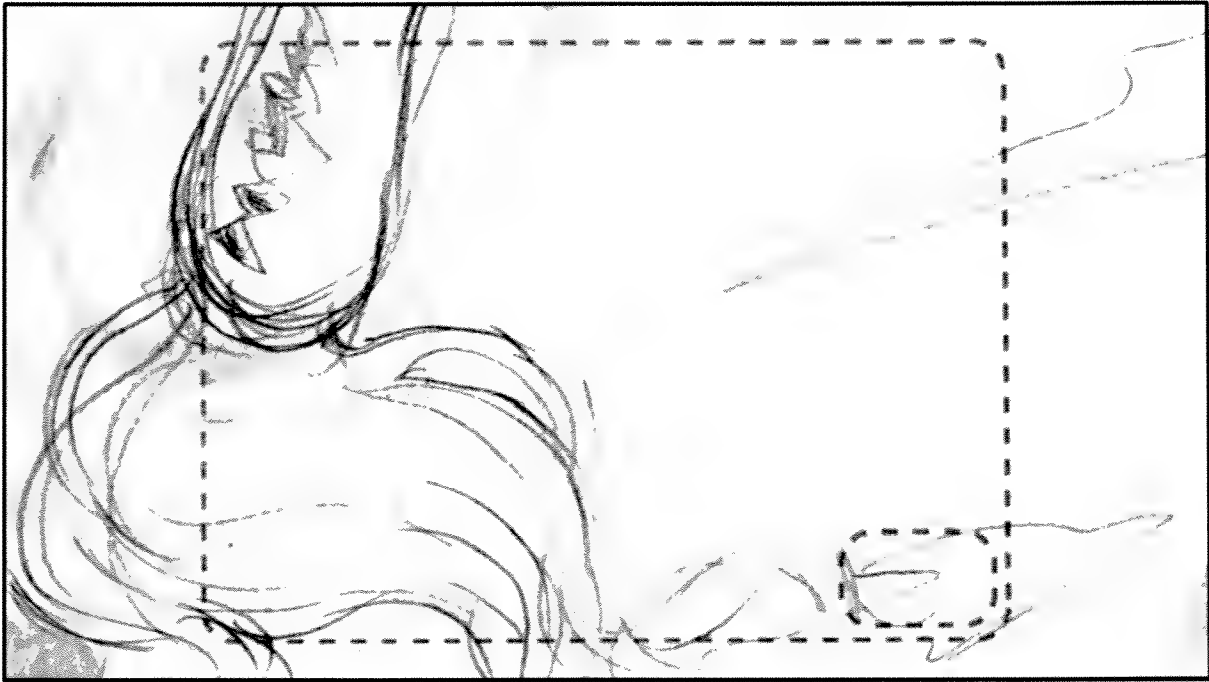
003

108

1020 003

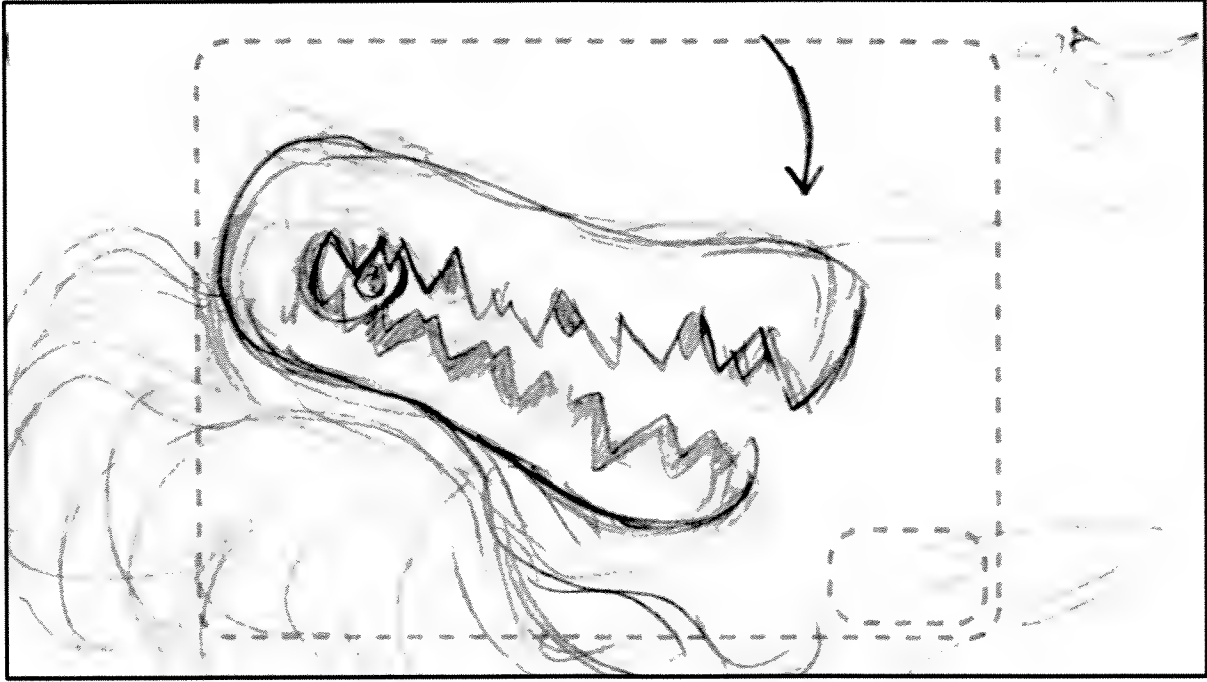
1020 003

Scene	156	Panel	1
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O¹⁰

Scene	156 CONT	Panel	2
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Dialogue
Monster noise: (Growl)

APR 10 2013

O¹²

1020 003

1020 003

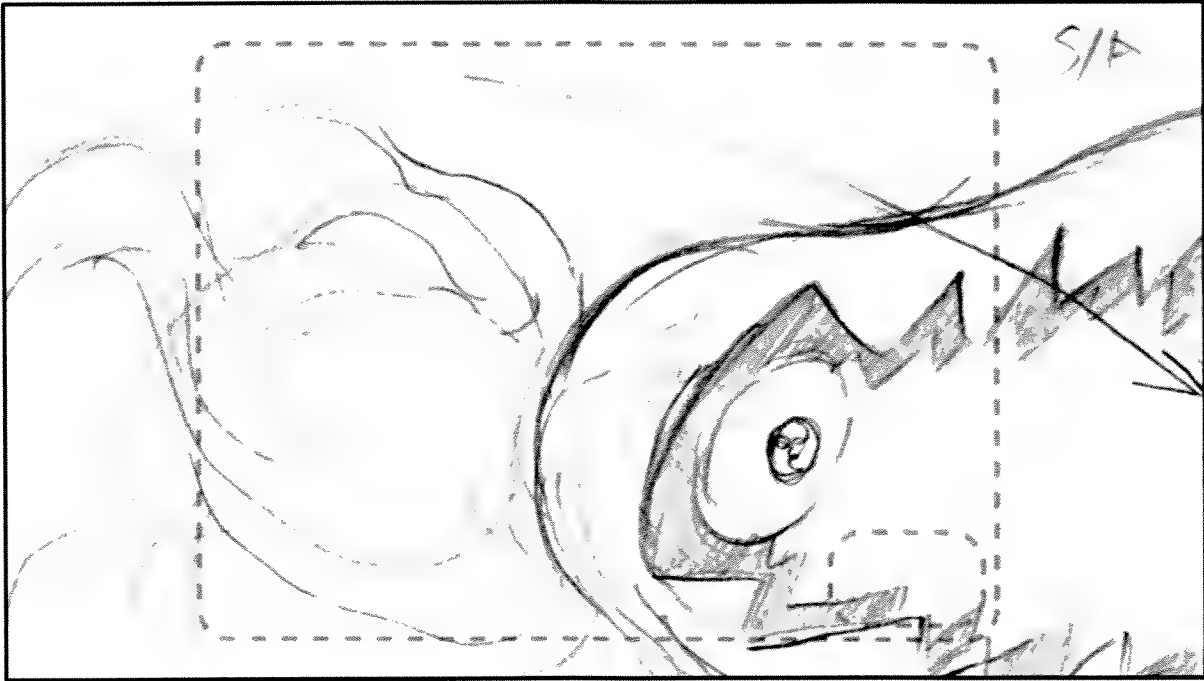
Scene 156 CONT Panel 3



Dialogue
Monster noise: (Angry attack growl)

005

Scene 156 CONT Panel 4



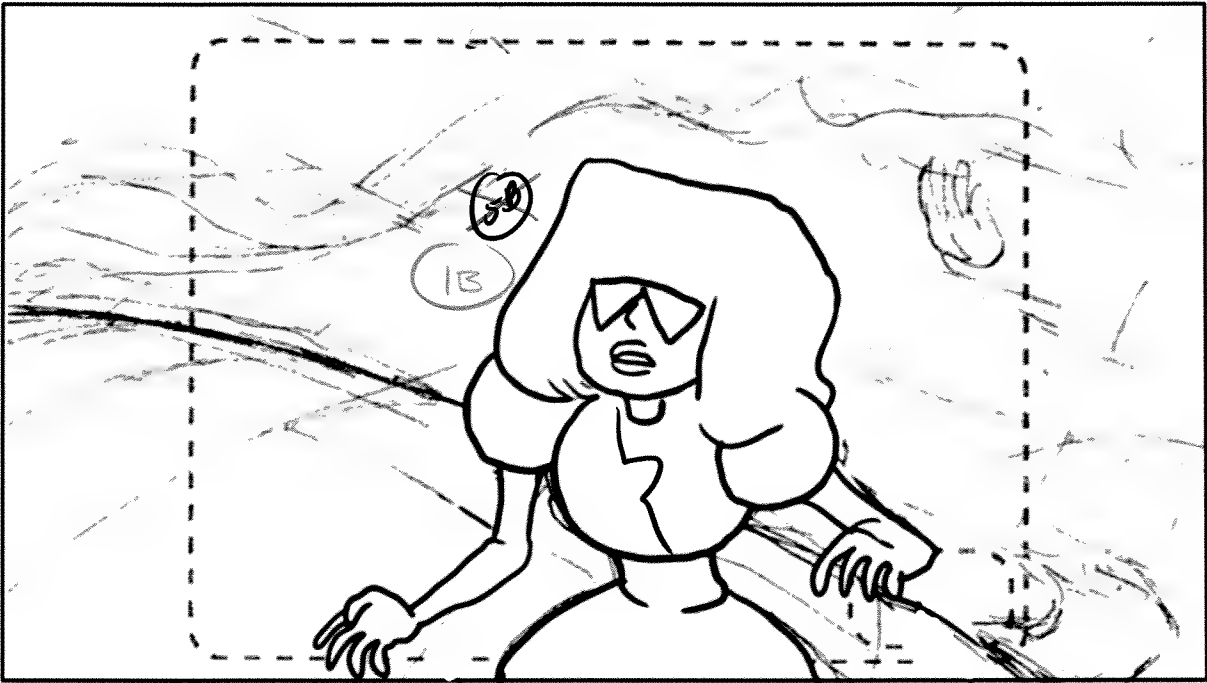
APR 10 2013

006

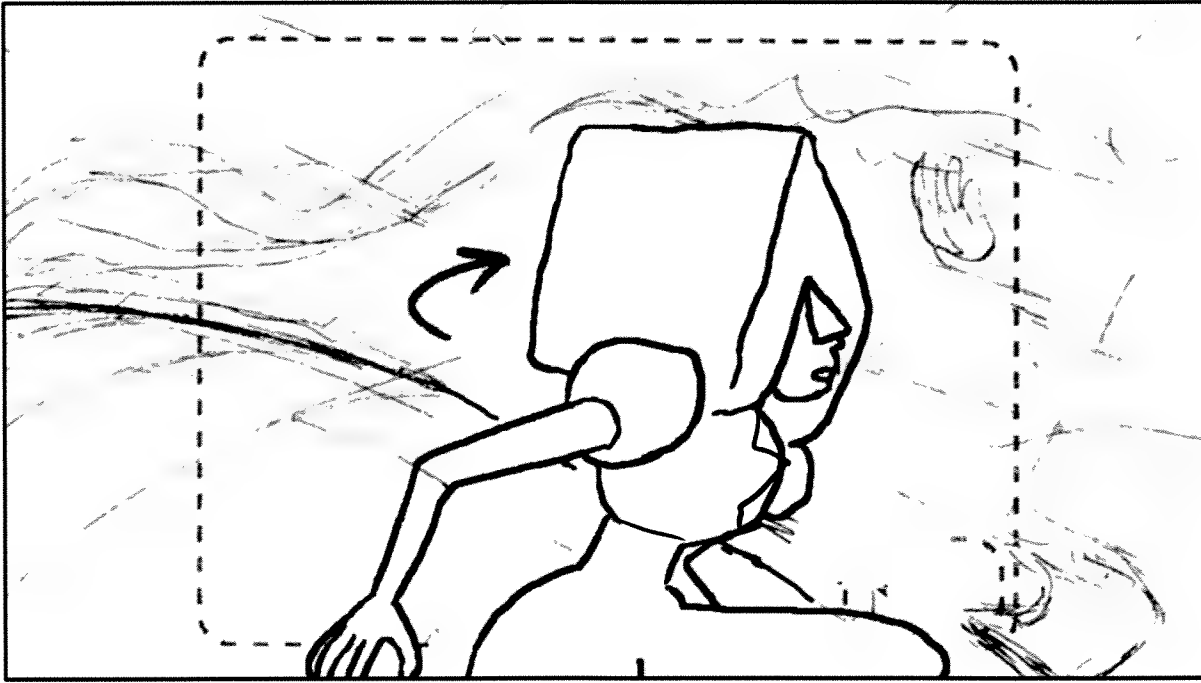
1020 003

1020 003

Scene 156A Panel 1

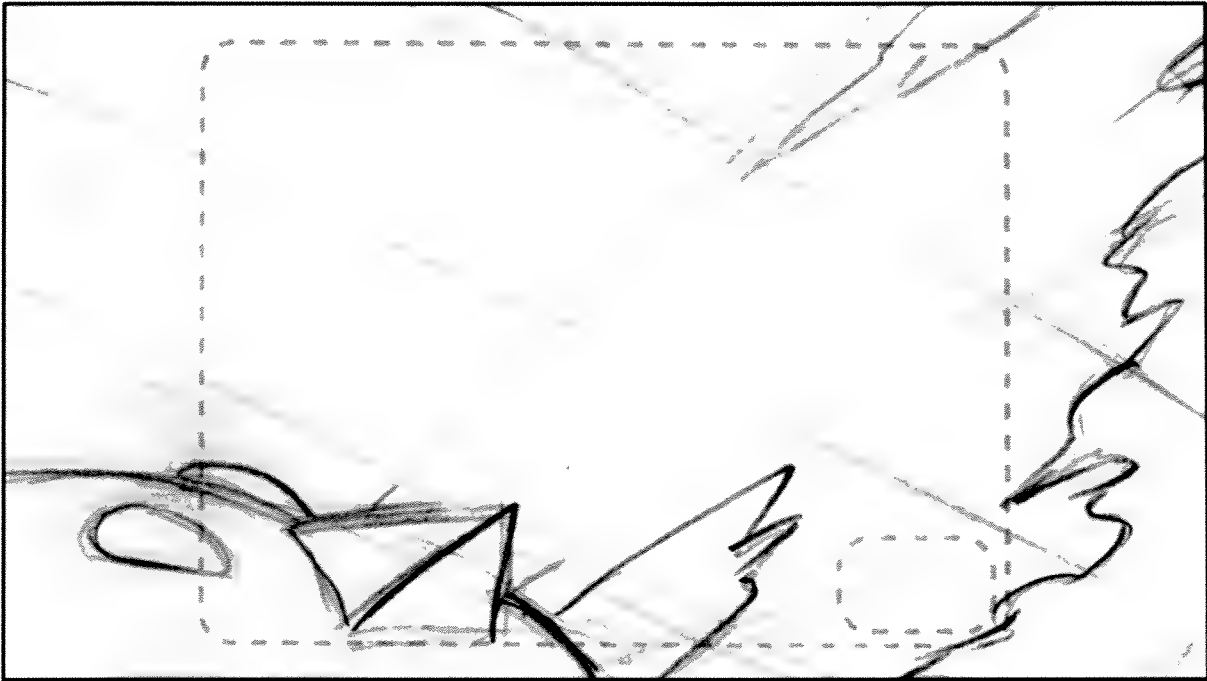


Scene 156A cont Panel 2

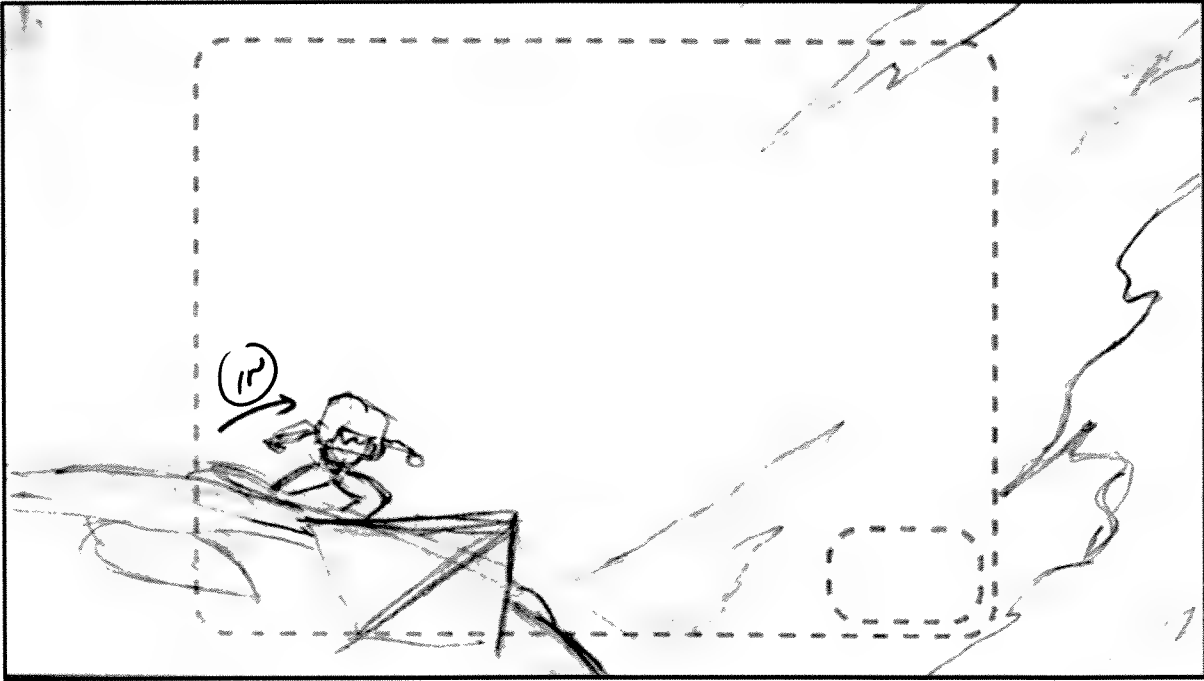


APR 10 2013

Scene	157	Panel	1
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Scene	157 CONT	Panel	2
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1020 003

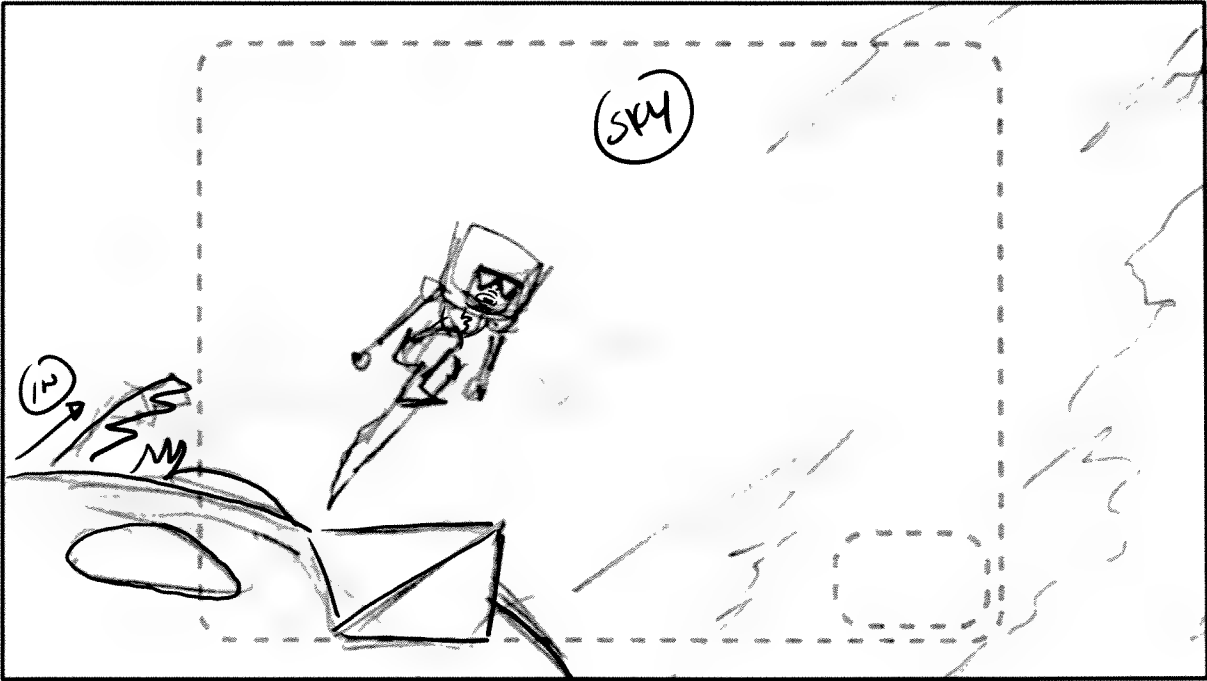
1020 003

007

005

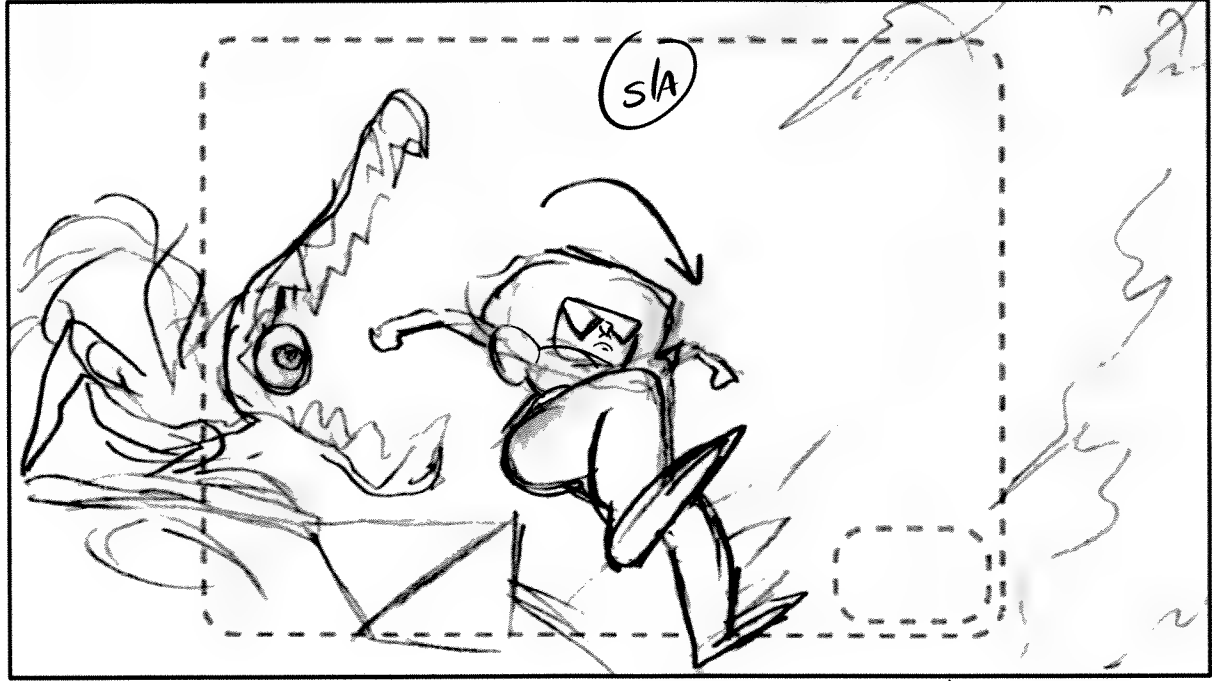
APR 10 2013

Scene 157 CONT Panel 3



Dialogue
Garnet noise: (Jumping)

Scene 157 CONT Panel 4



APR 10 2013

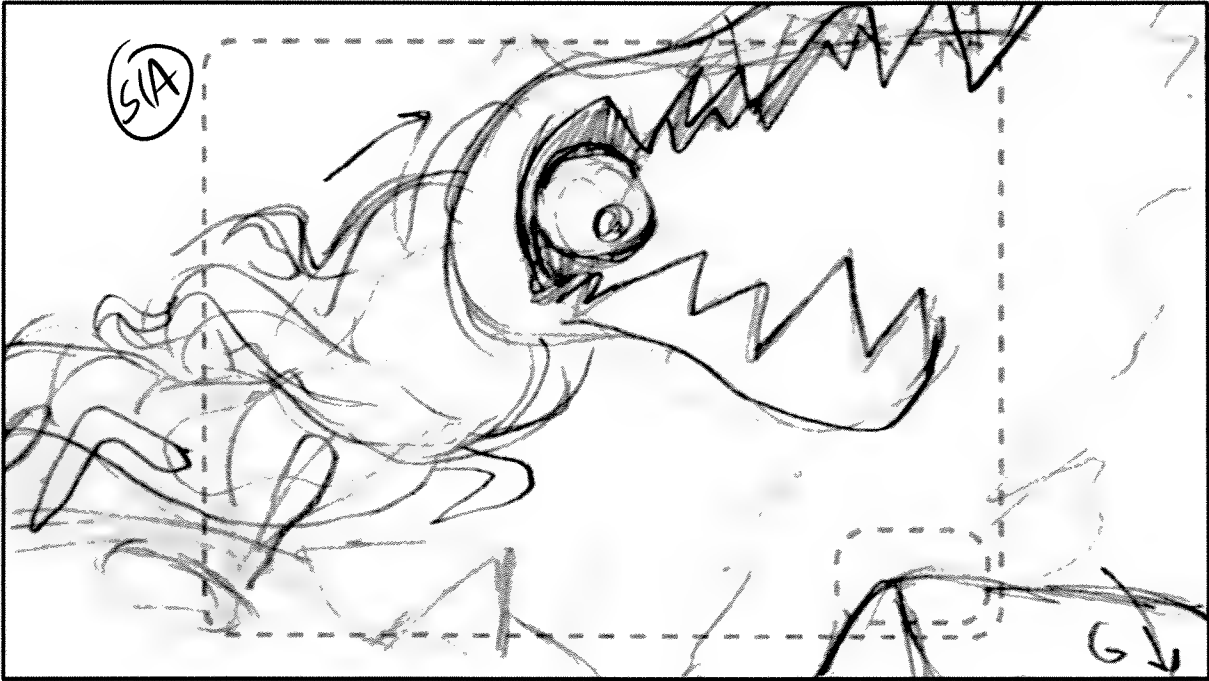
1020 003

1020 003

009

003

Scene	157 CONT	Panel	5
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1020 003

Scene	157 CONT	Panel	6
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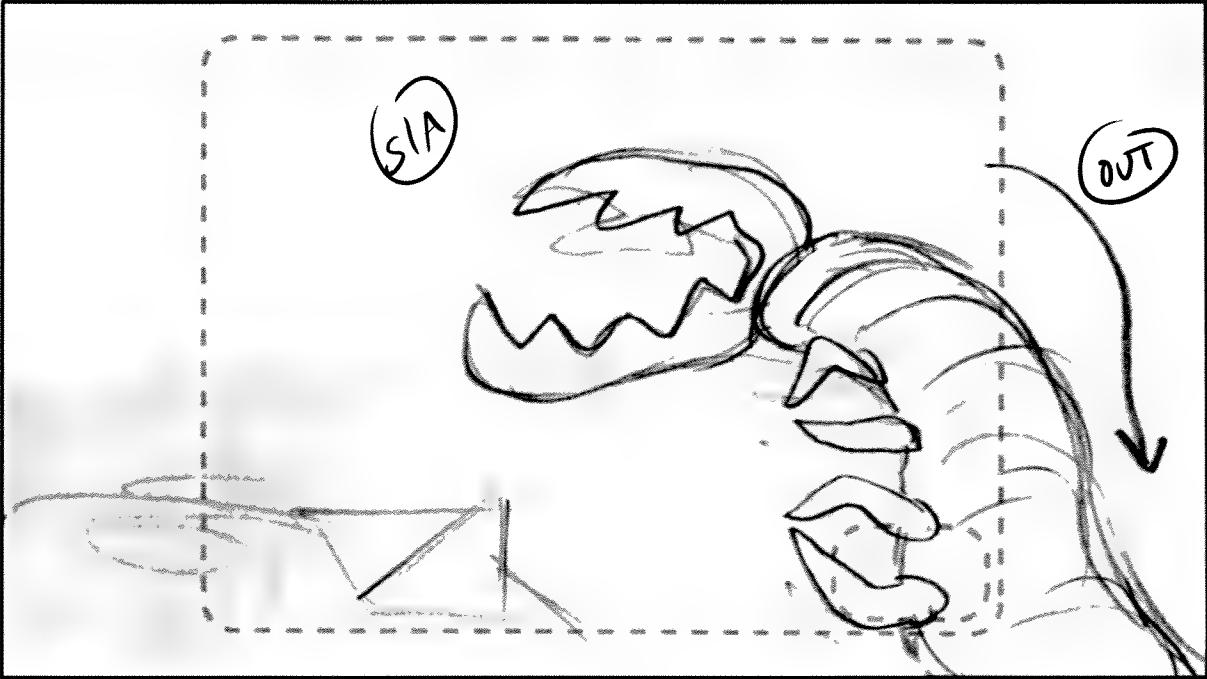
1020 003

003

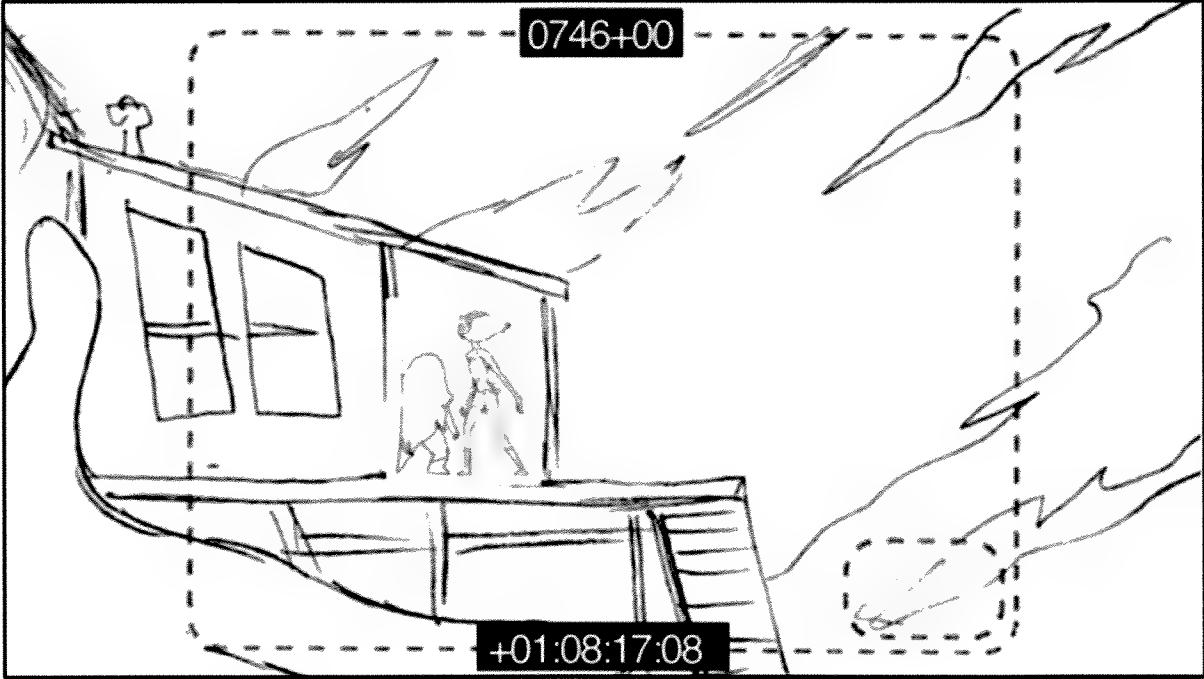
APR 10 2013

003

Scene 157 cont Panel 7



Scene 158 Panel 1



1020 003

1020 003

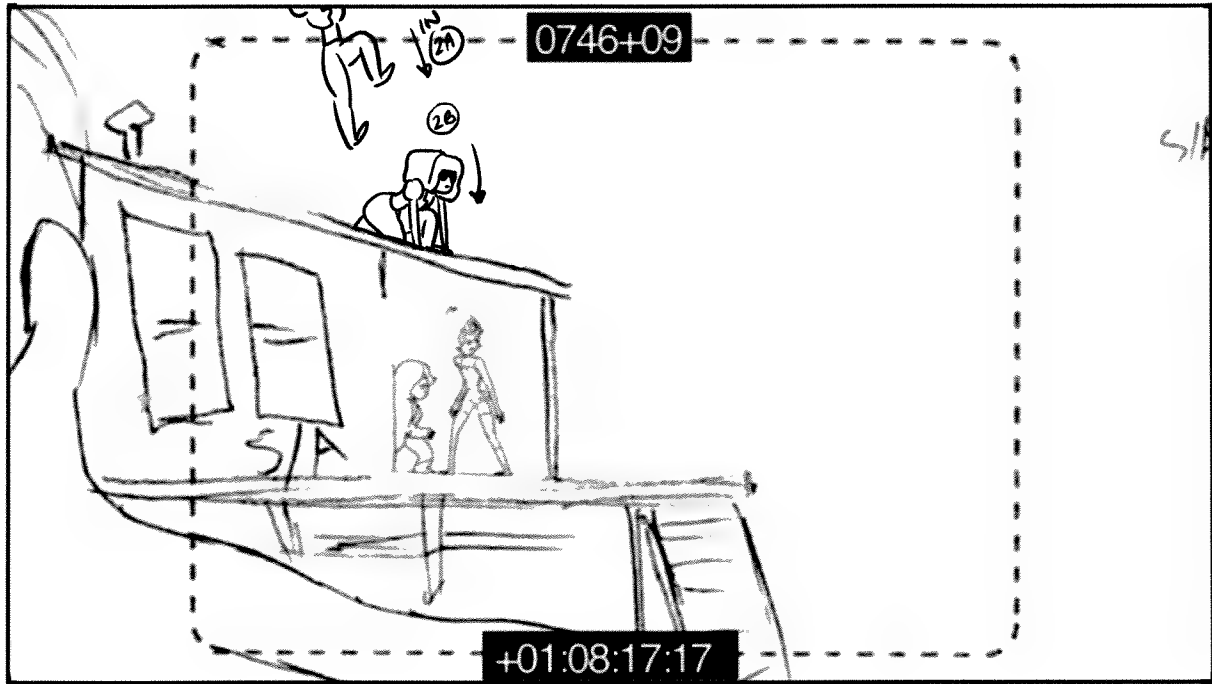
006

010

APR 10 2013

278A NEXT

Scene	158 CONT	Panel	2
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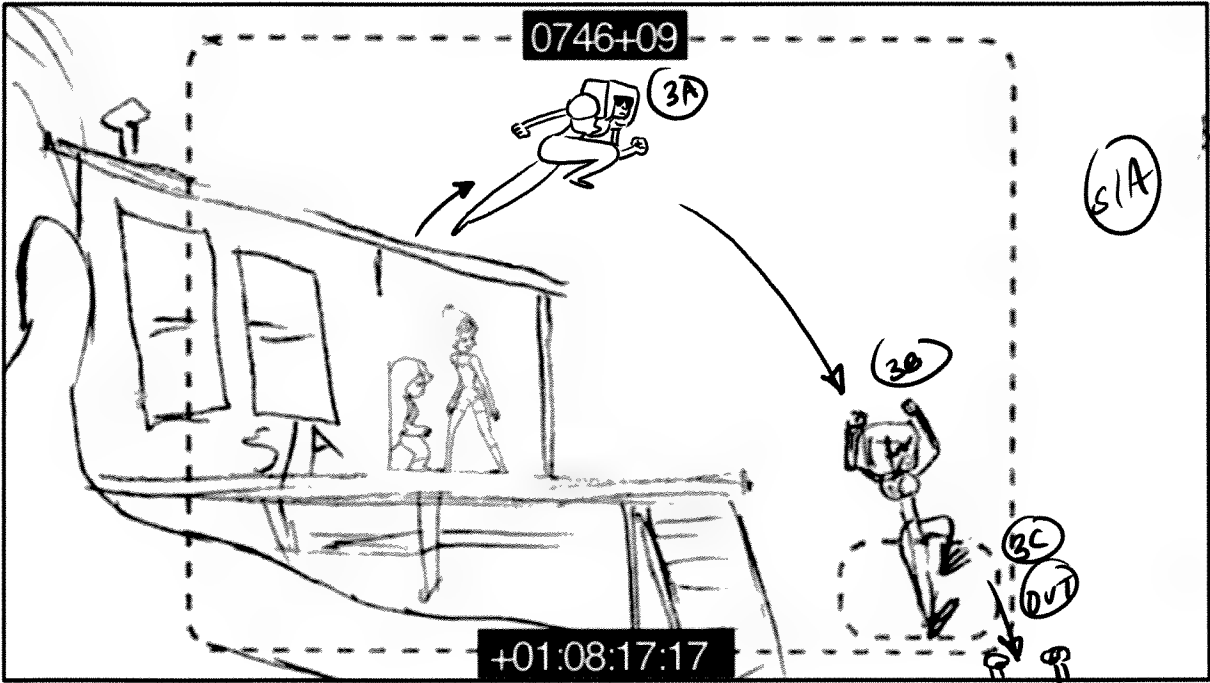
Pls 2+3
100

APR 10 2013

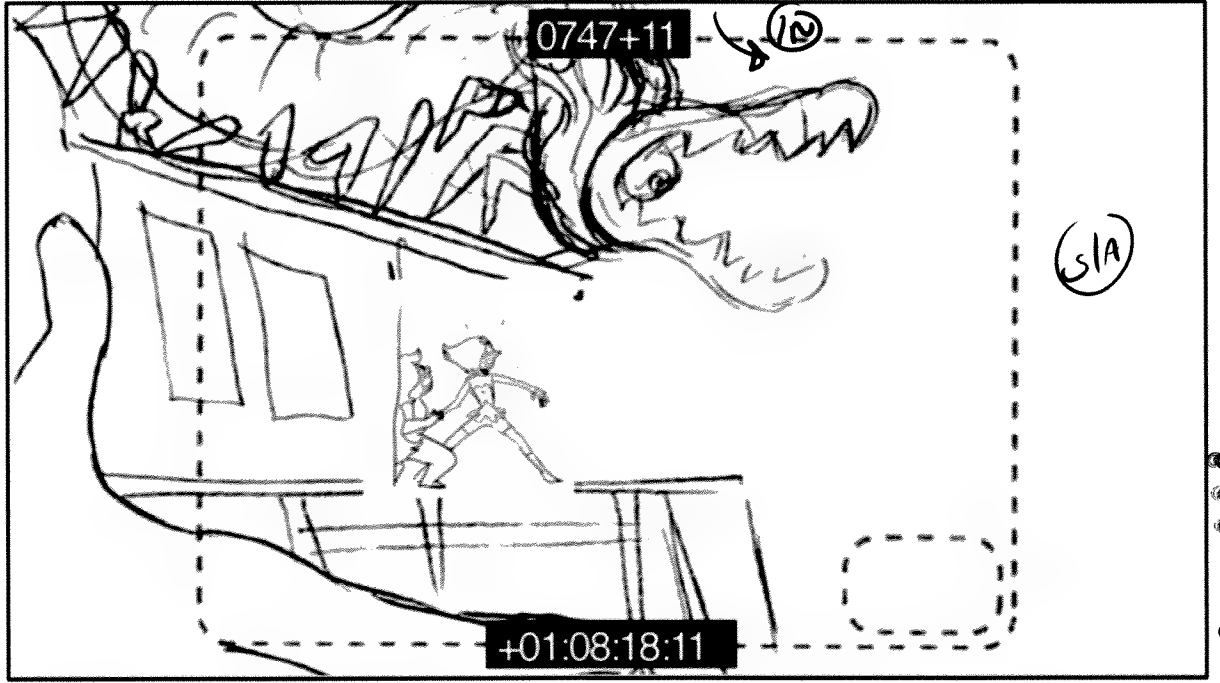
1020 003

1020 003

Scene 158 CONT Panel 3



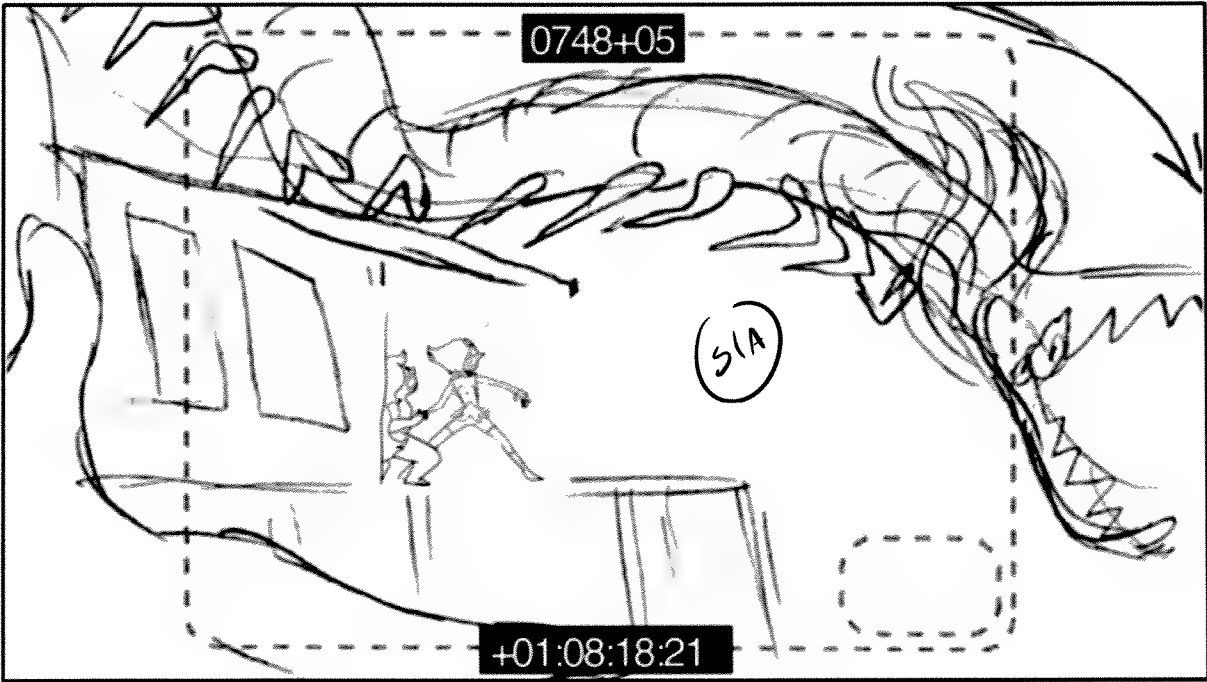
Scene 158 CONT Panel 4



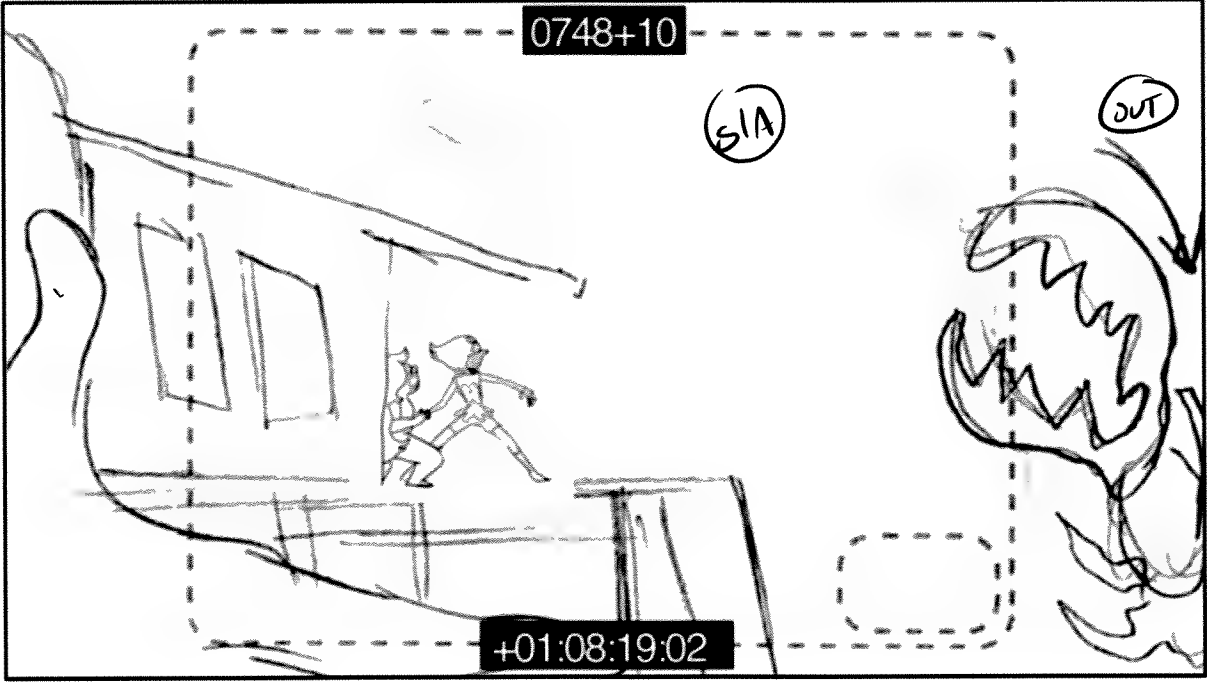
APR 10 2013

008

Scene 158 CONT Panel 5



Scene 158 CONT Panel 6



1020 003

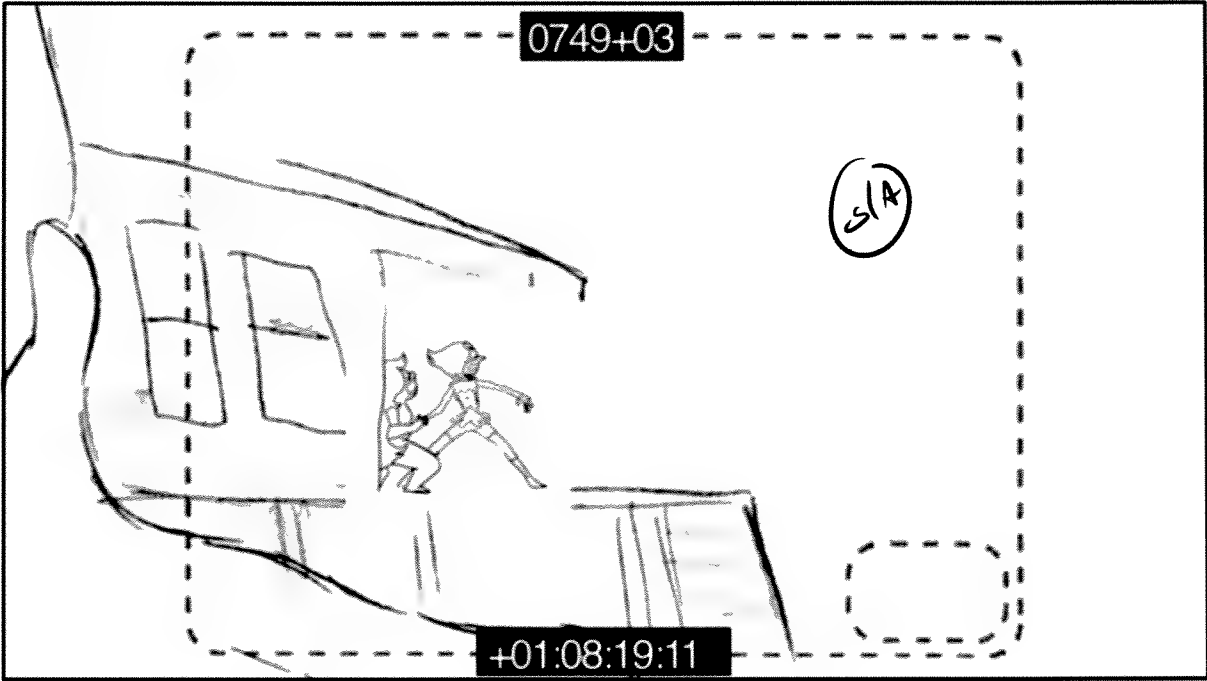
1020 003

0⁰⁸

0¹⁰

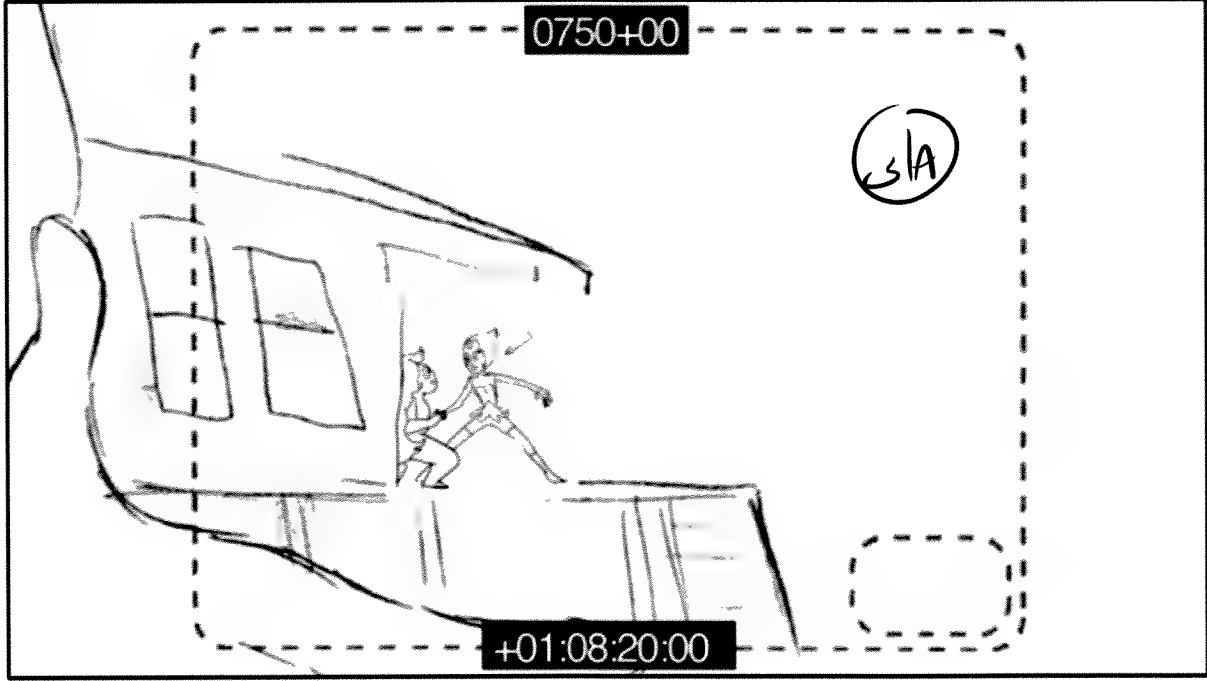
APR 10 2013

Scene 158 CONT Panel 7



010

Scene 158 CONT Panel 8



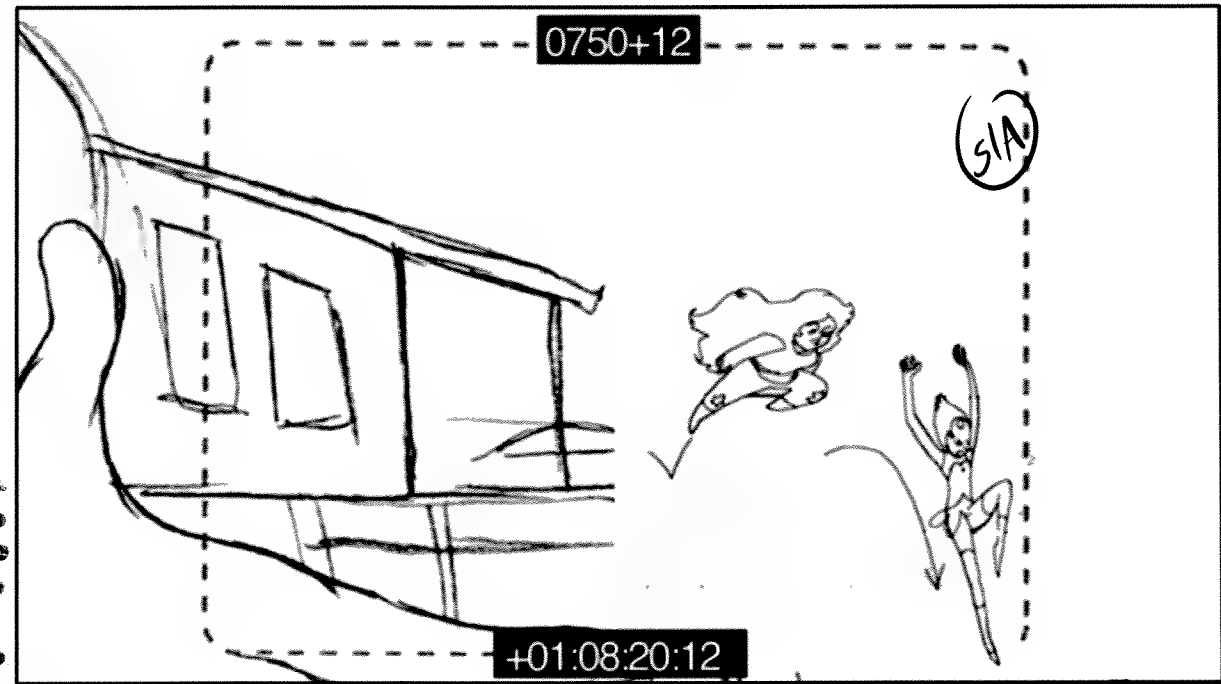
010
APR 10 2013

1020 003

1020 003

NO SC'S
159-160

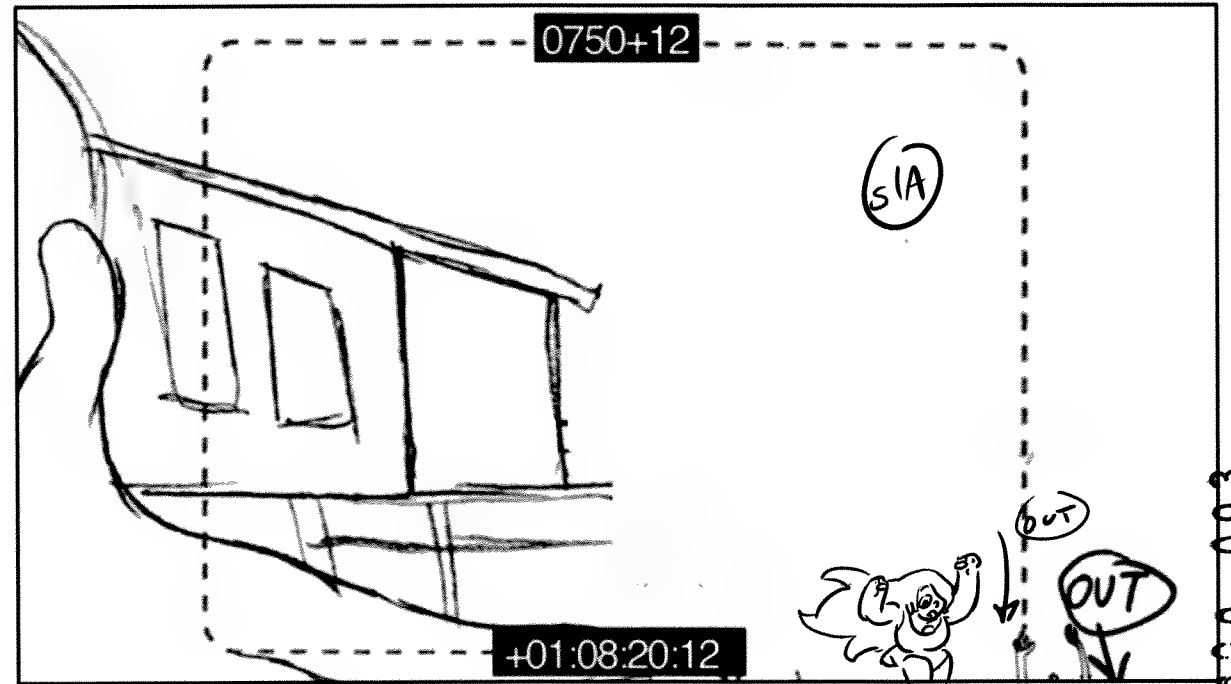
Scene	158 CONT	Panel	9
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1020 003

Prds 8+9
109

Scene	158 CONT	Panel	10
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1020 003

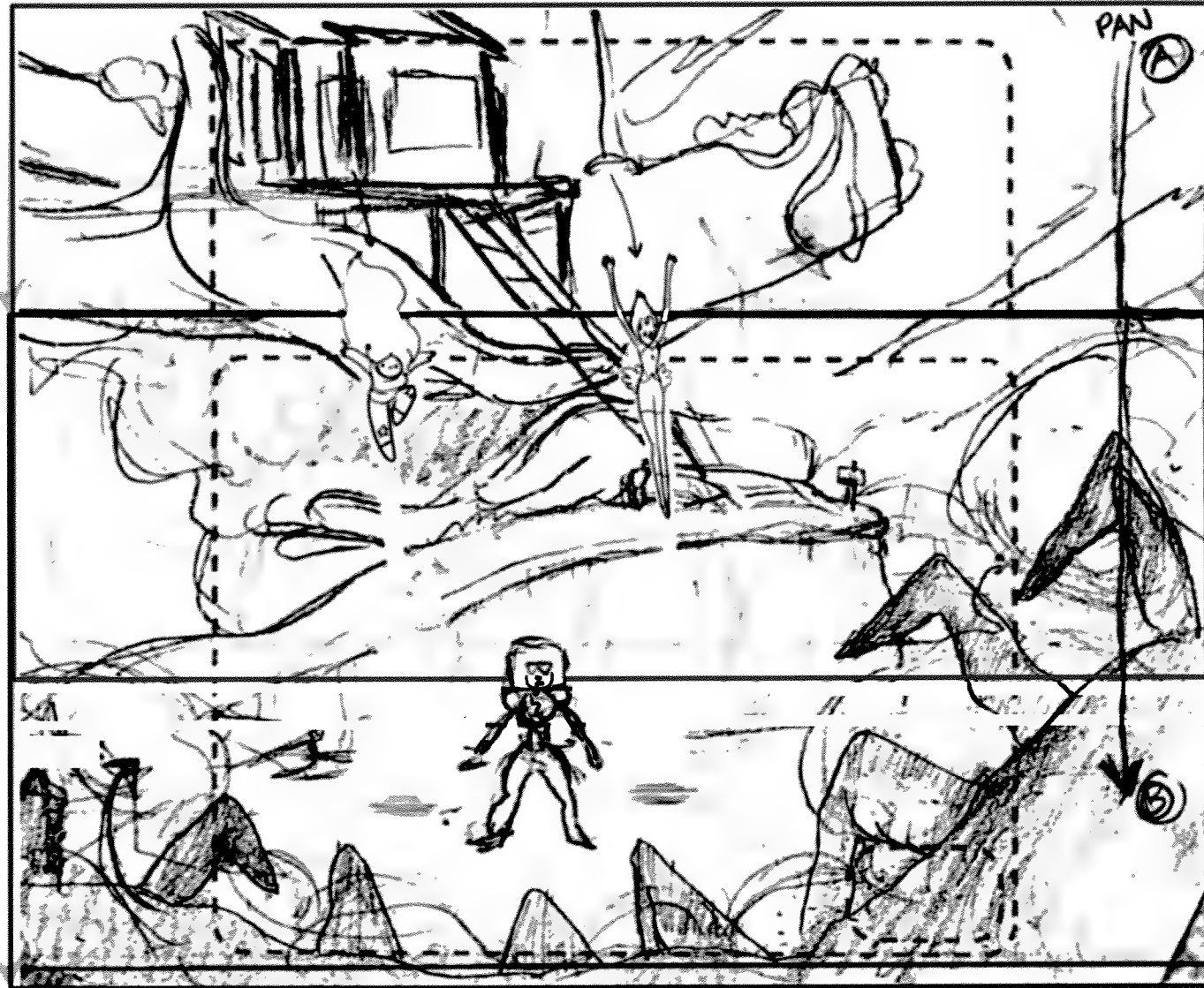
APR 10 2013

Scene

161

Panel

1



008

Action Notes

Sound cloud in Foreground

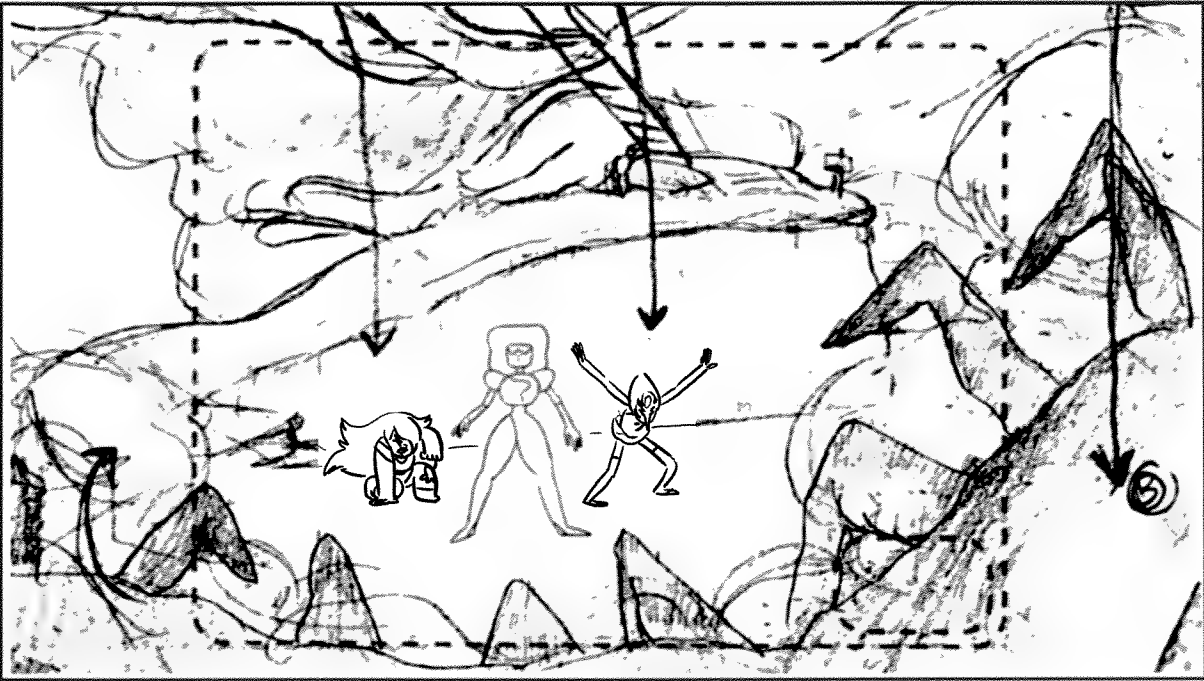
Camera pans down - Follows Pearl and Amethyst.

APR 10 2013

1020 003

1020 003

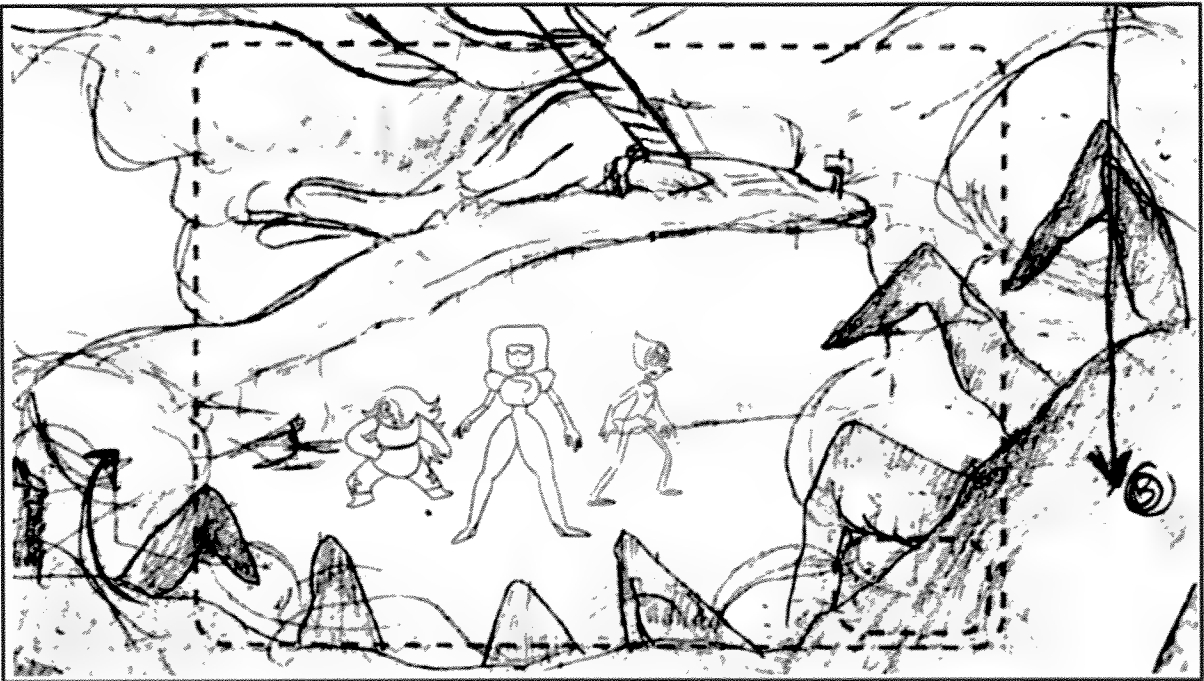
Scene 16/CONT Panel 2



Dialogue
Pearl noise: (Landing Huu)
Amethyst noise: (Landing Huu)

Action Notes
P+ A LAND BEHIND 6
Pns 2+3
109

Scene 16/CONT Panel 3



Dialogue
Pearl noise: (Landing Huu)
Amethyst noise: (Landing Huu)

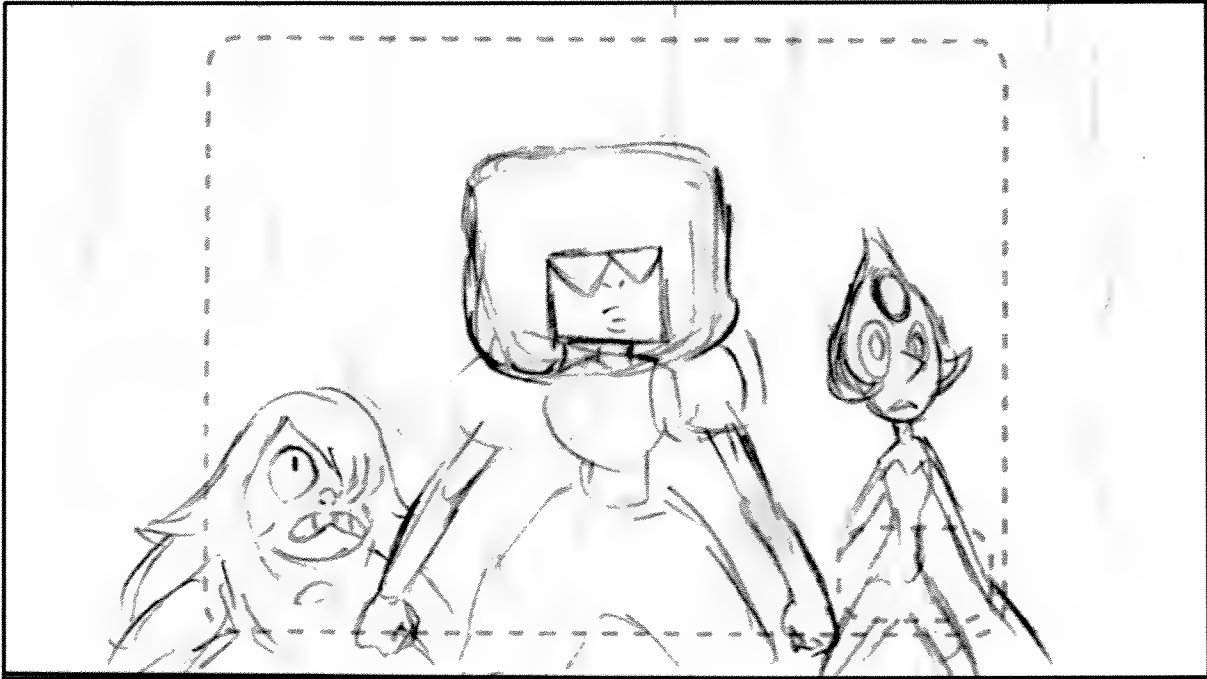
Action Notes
Sound cloud in Foreground

APR 10 2013

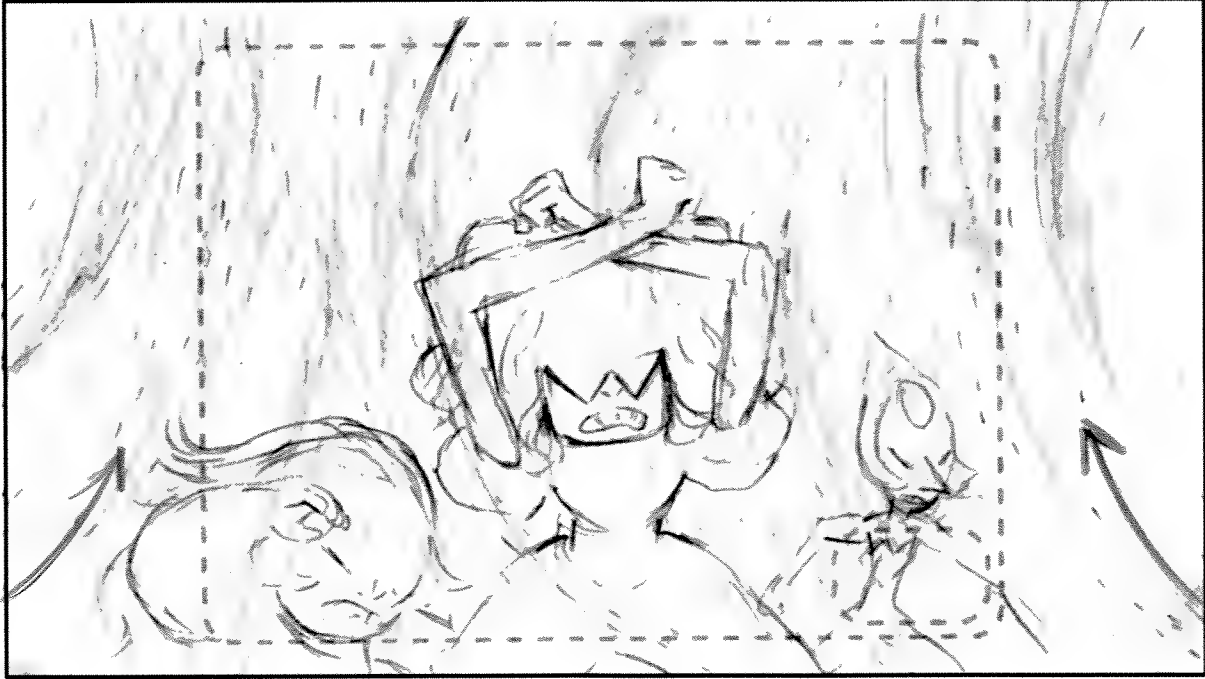
1020 003

1020 003

Scene	162	Panel	1
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Scene	162 CONT	Panel	2
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107

007

APR 10 2013

1020 003

1020 003

Scene *163* Panel *1*

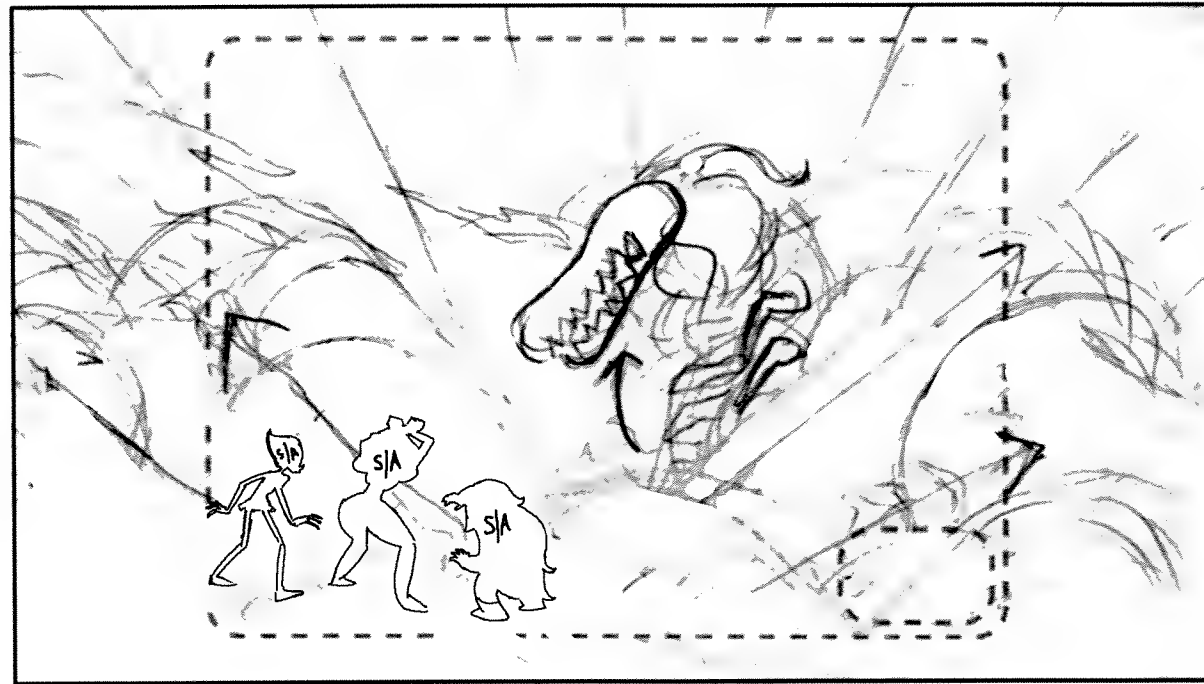


Dialogue
Monster noise: (Growl)

Action Notes
Monster rises out of sand cloud.

0⁰⁹

Scene *163 CONT* Panel *2*



Dialogue
Monster noise: (Growl)

APR 10 2013

0¹³

1020 003

1020 003

NO
SC 164

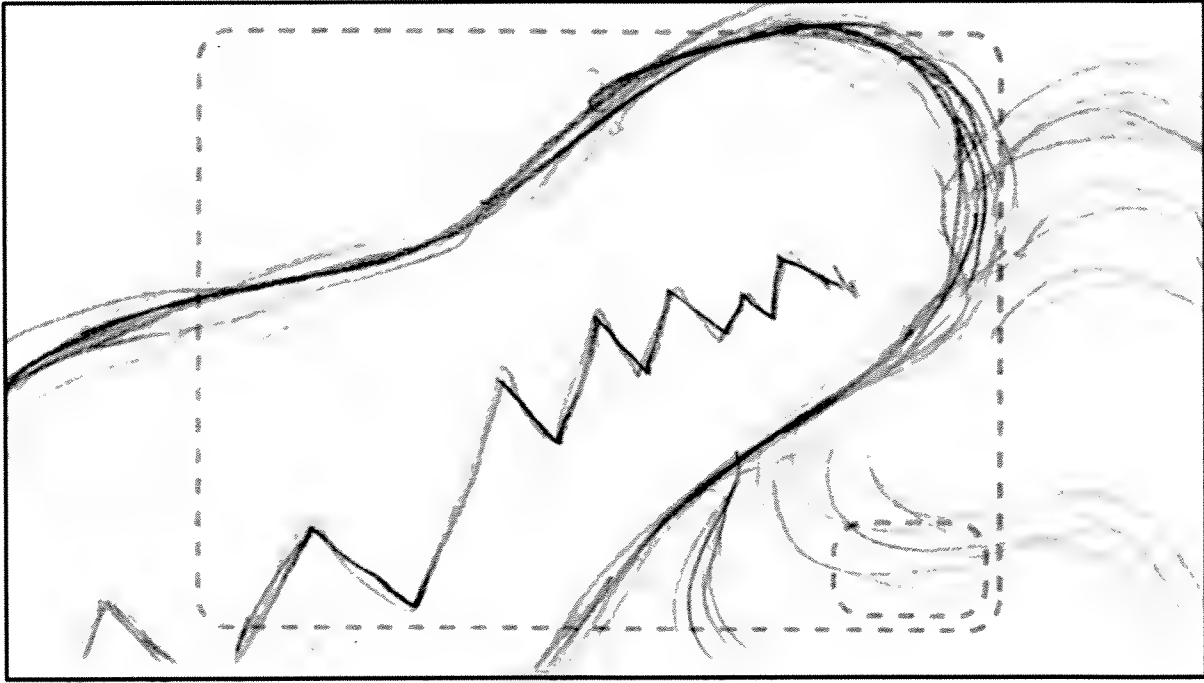
Scene	163 CONT	Panel	3
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Dialogue
Monster noise: (Growl)

Action Notes
- beat -
1 10

Scene	165	Panel	1
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Dialogue
Monster noise: (Growl)

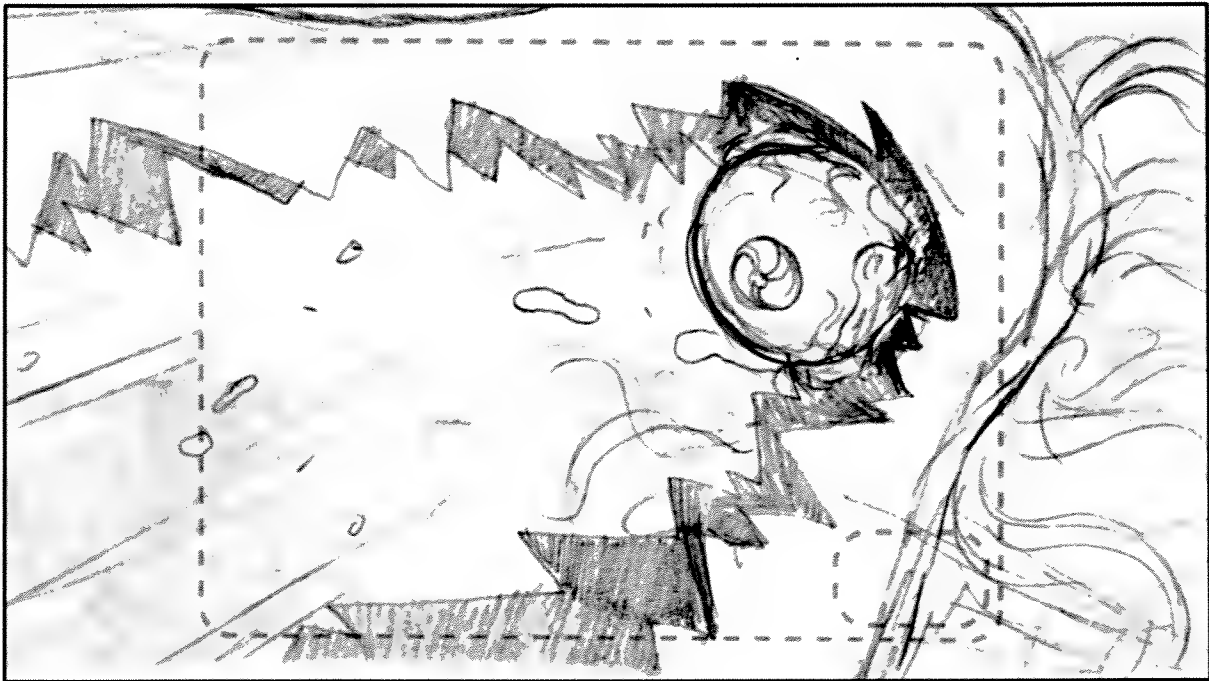
Action Notes
Quick Pose
0 10
APR 10 2013

1020 003

1020 003

1020 003

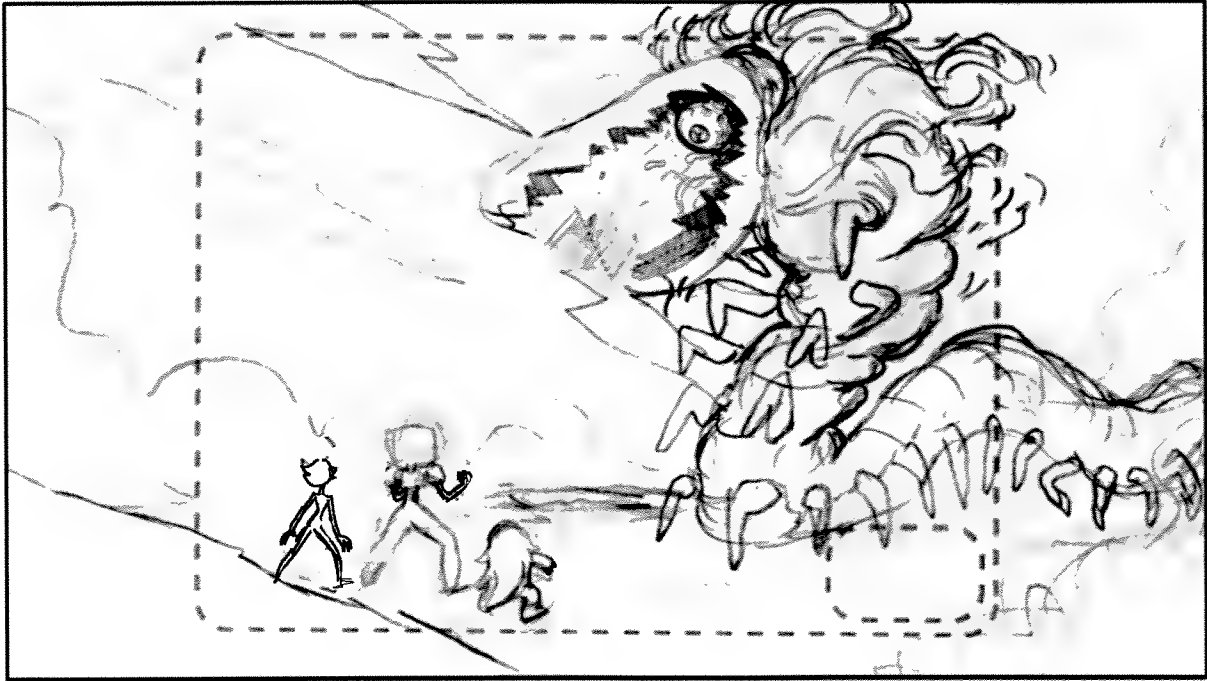
Scene 165 CONT Panel 2



Dialogue
Monster: SSSHRIEK!!!

3⁰⁹

Scene 166 Panel 1



Dialogue
Monster noise: (Growl)

0¹⁰

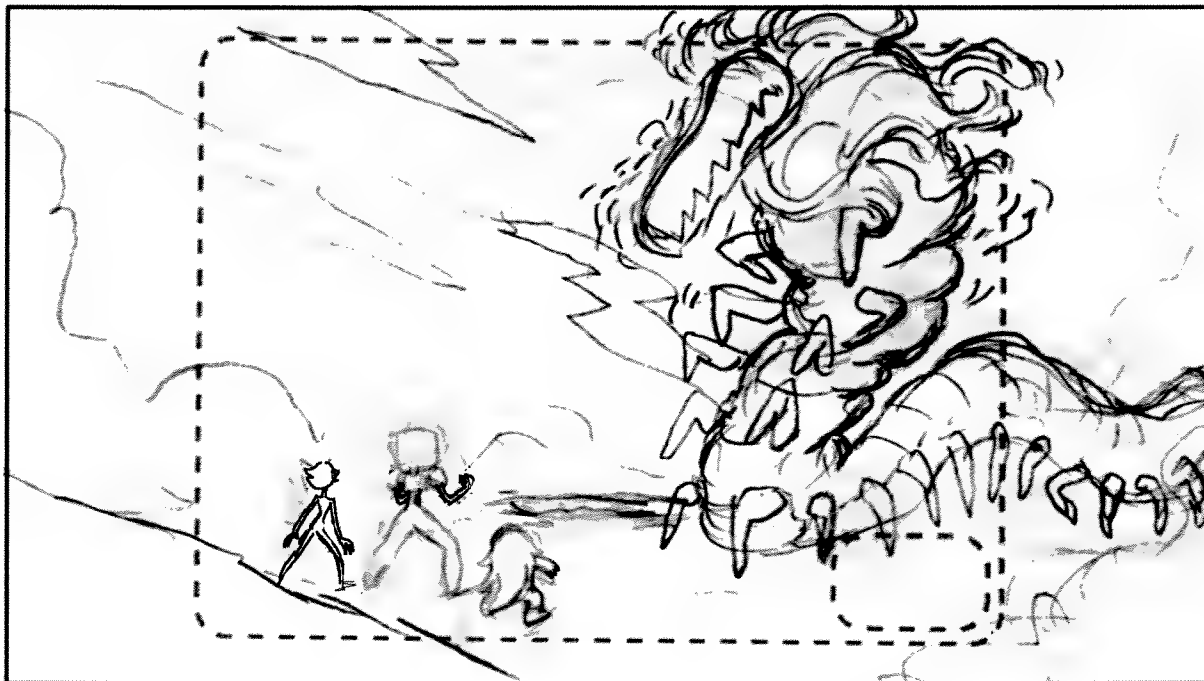
APR 10 2013

1020 003

1020 003

1020 003

Scene	166 cont	Panel	2
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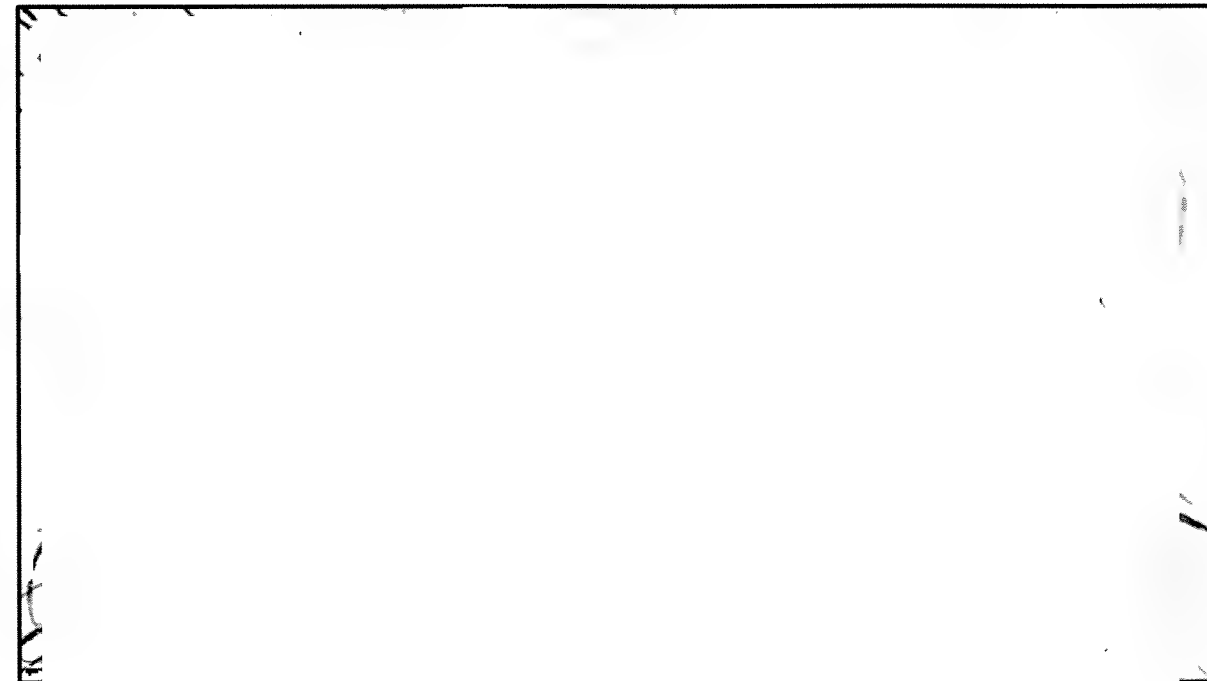


Dialogue
Monster noise: (Growl)

Action Notes
Monster bulges and shakes

13

Scene		Panel	
-------	--	-------	--



Ac
Qu

Sc 167 pml + Sc 168 pml

012

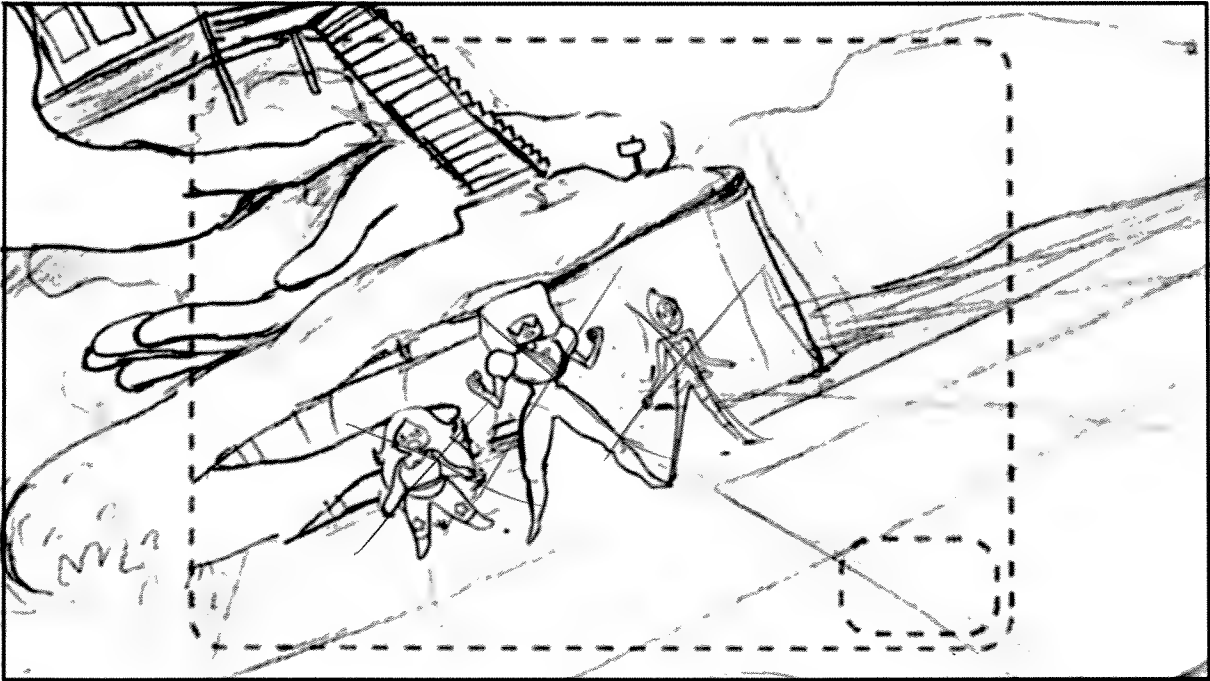
APR 10 2013

1020 003

1020 003

1020 003

Scene 168 Panel 1

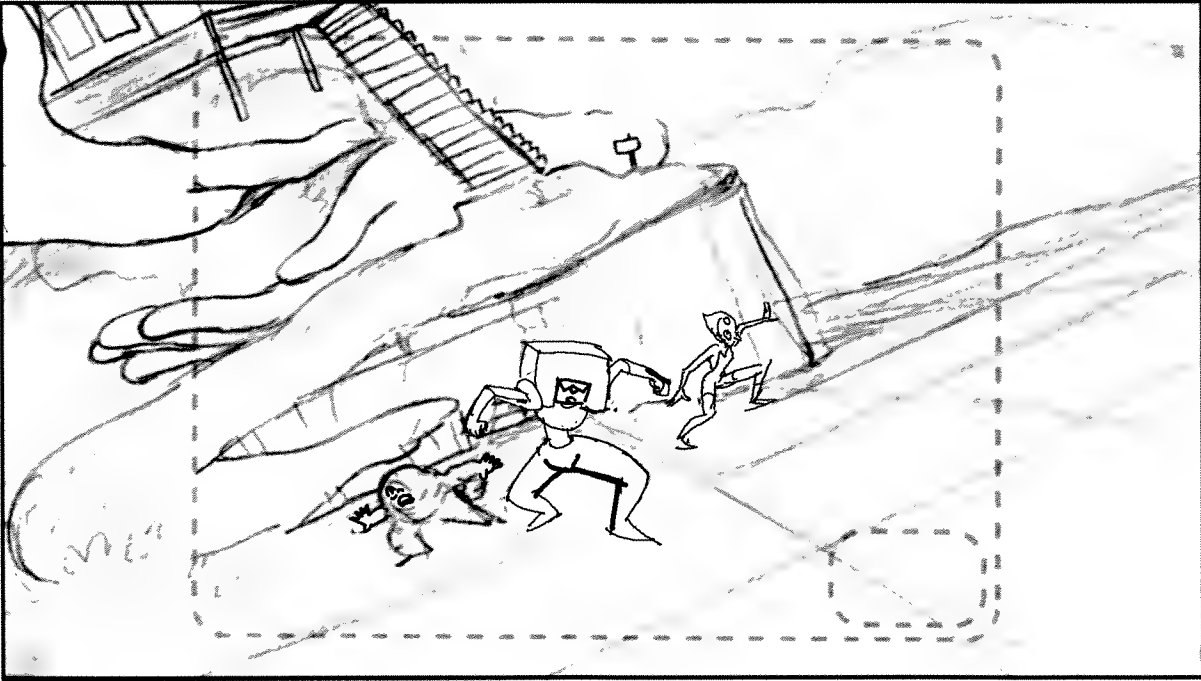


Dialogue
Monster noise: (Growl)

REPLACE

A hand-drawn storyboard panel showing a character with a large head and a small body running up a hill. The character is wearing a simple outfit. In the background, there is a building with a staircase and some trees. The scene is enclosed in a dashed rectangular frame.

Scene 168 CONT Panel 2

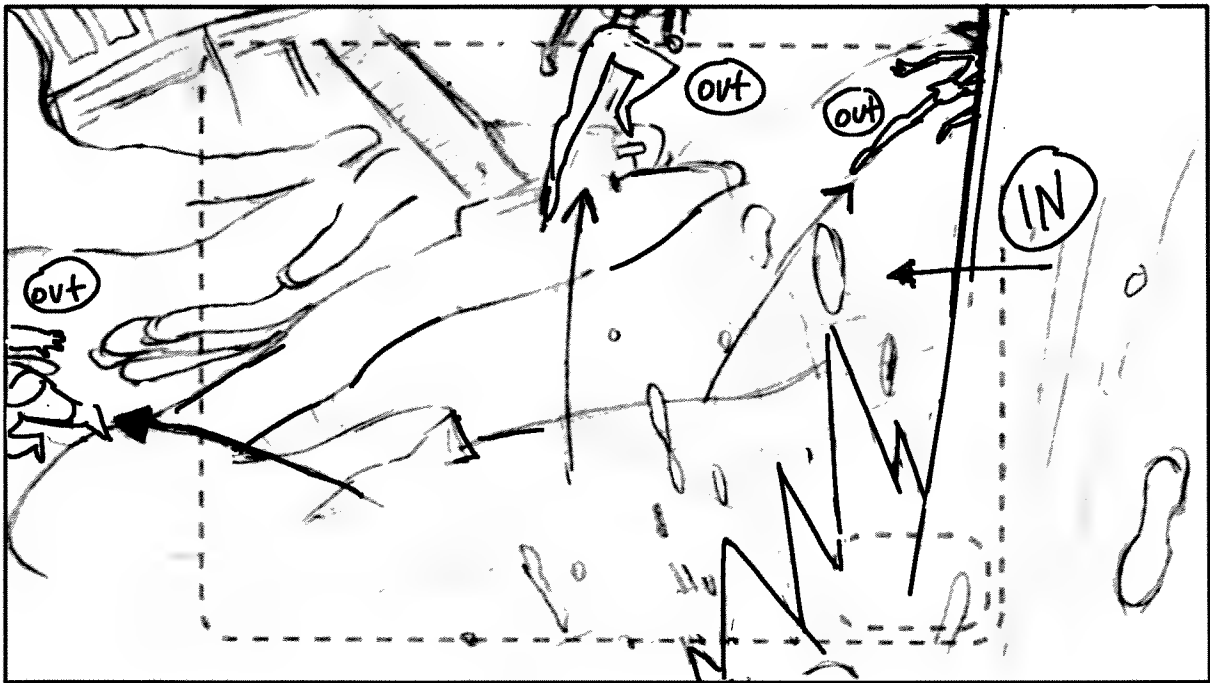


Dialogue
Monster noise: (Growl)

005

APR 10 2013

Scene 168 CONT Panel 3



Dialogue
Monster noise: (Scream)

Action Notes
Garnet, Pearl, Amethyst leap out of the way.

006

Scene 168 CONT Panel 4



Dialogue
Monster noise: (Scream)

011

APR 10 2013

1020 003

1020 003

Scene 168 CONT Panel 5



Dialogue
Monster noise: (Growl)

Action Notes
Steam rises from acid.

| 12

Scene 169 Panel 1



Dialogue
Monster noise: (Growl)

Action Notes
Steam rises on the left of the screen. APR 10 2013

| 04

Scene	169 CONT	Panel	2
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Dialogue

Monster noise: (Growl)

Action Notes

Quick binks

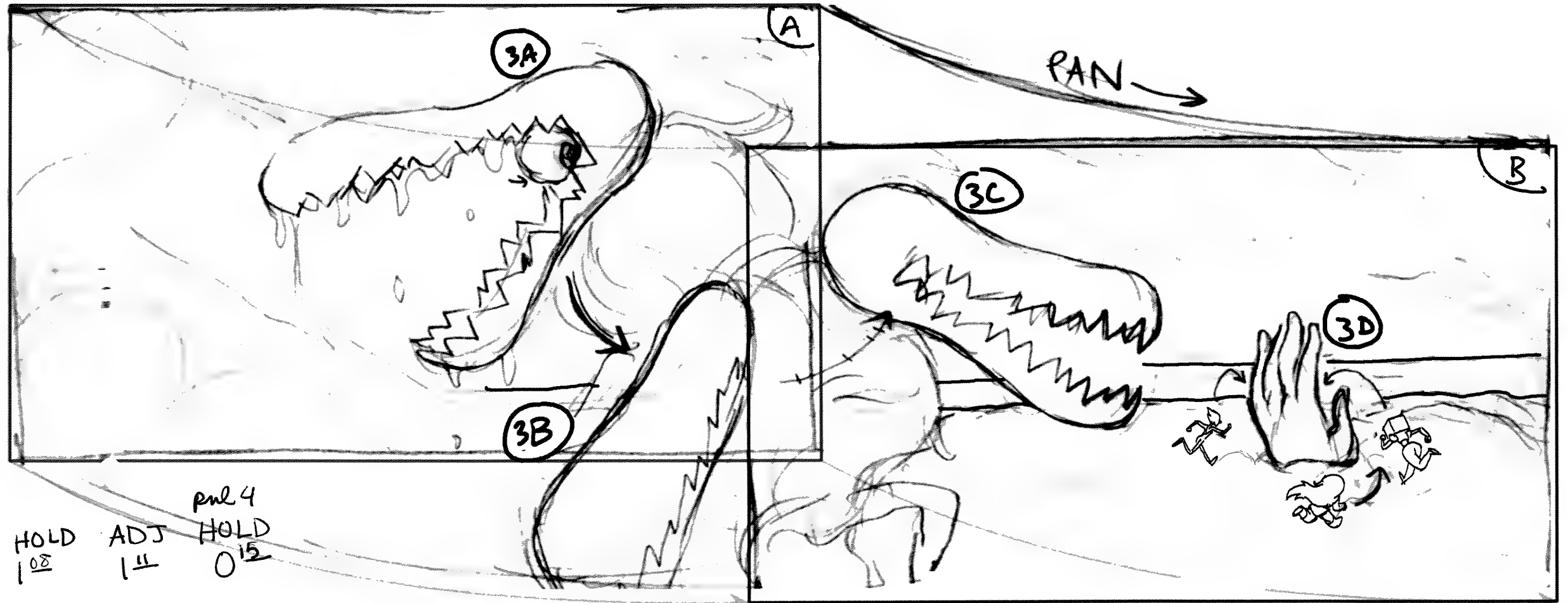
103

APR 10 2013

1020 003

1020 003

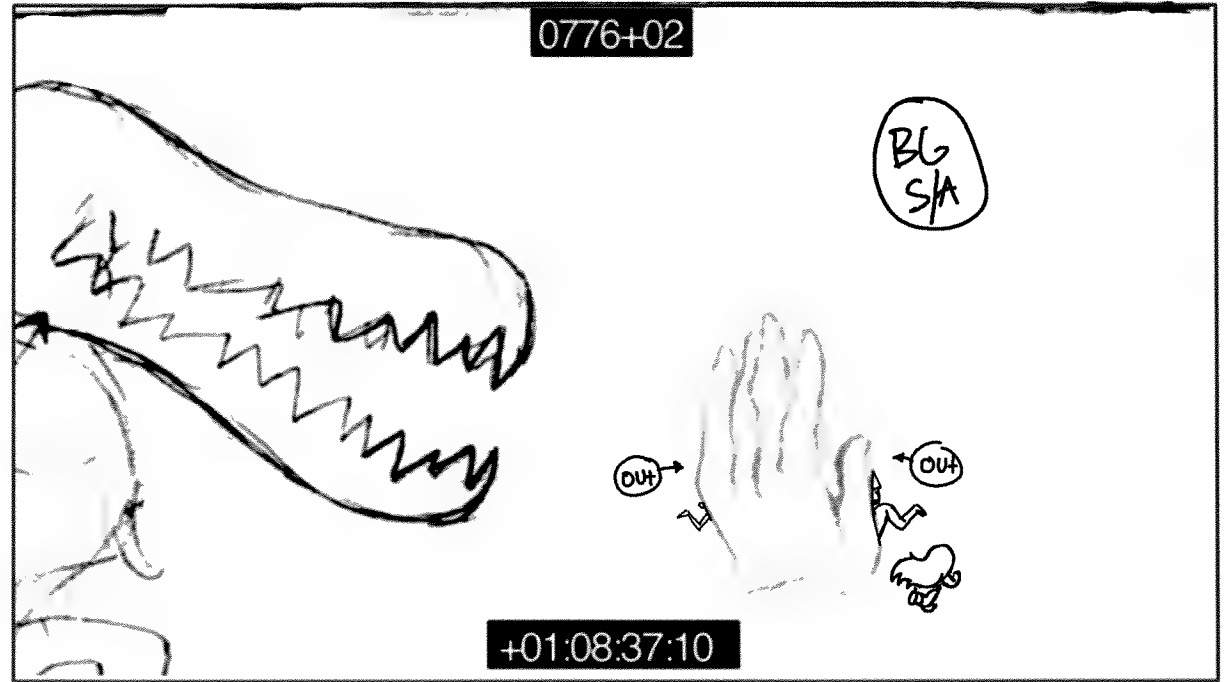
Scene	169 CONT	Panel	3
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Dialogue
Monster noise: (Growl)
APR 10 2013

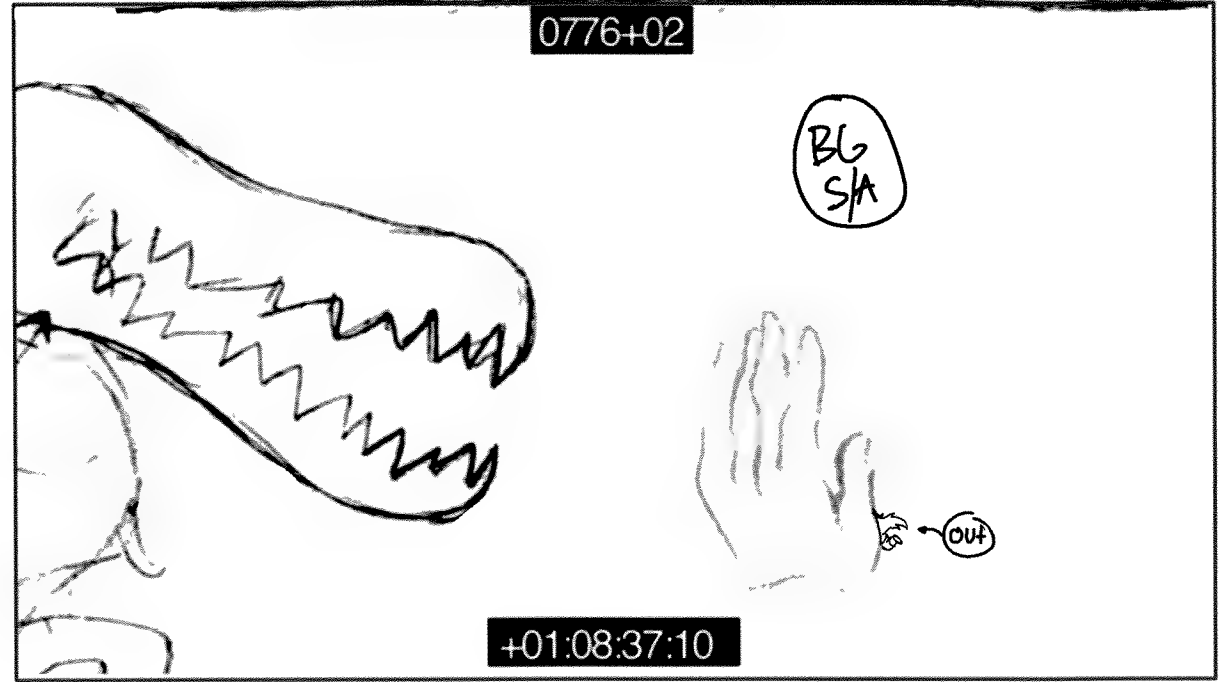
Action Notes
Camera pans from screen right to left down following monster's movement. Garnet, Amethyst, Pearl run behind the rock.

Scene 169 cont Panel 4



[pnl 4
HOLD
015]
↑
from
pan
sequence

Scene 169 cont 169 Panel 5



104

APR 10 2013

Scene 170 Panel 1



Dialogue
All noise: (panting)

12

Scene 170 CONT Panel 2



Dialogue
Monster noise: (Screaming)

Cycle Pnl 2+3 x 4
0⁰⁶

Action Notes
Acid splashes behind the rock.

APR 10 2013

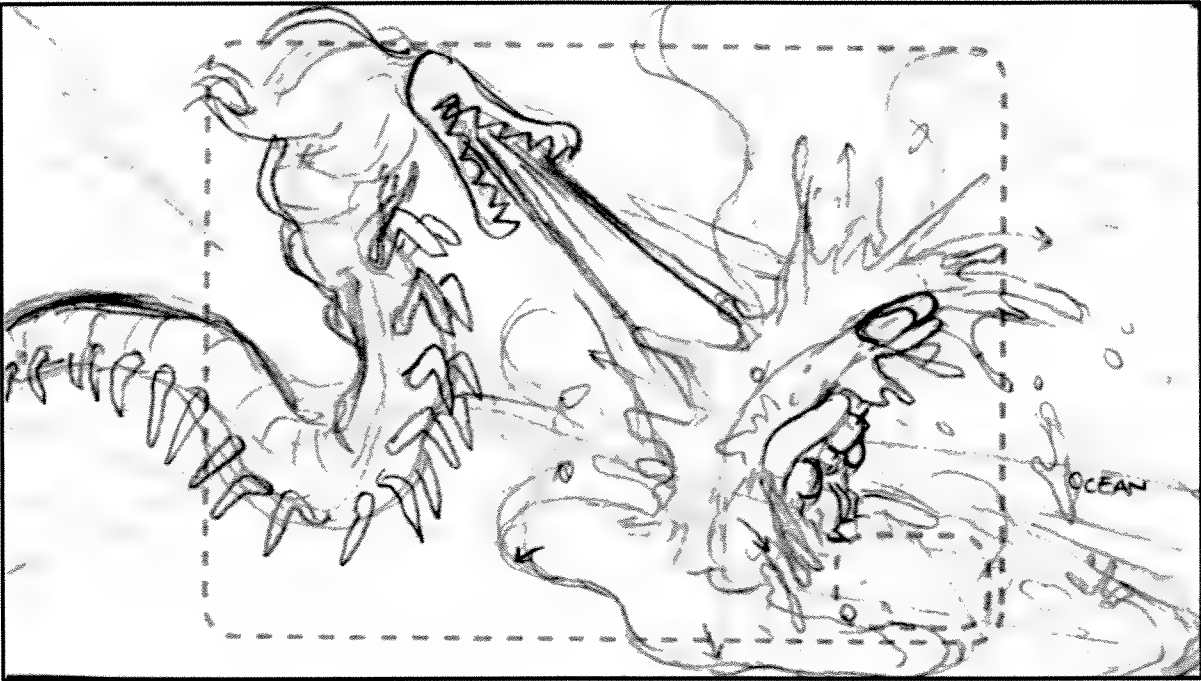
NO SC171

Scene 170 CONT Panel 3



Dialogue
Monster noise: (Screaming)

Scene 172 Panel 1



Dialogue
Monster noise: (Screaming)

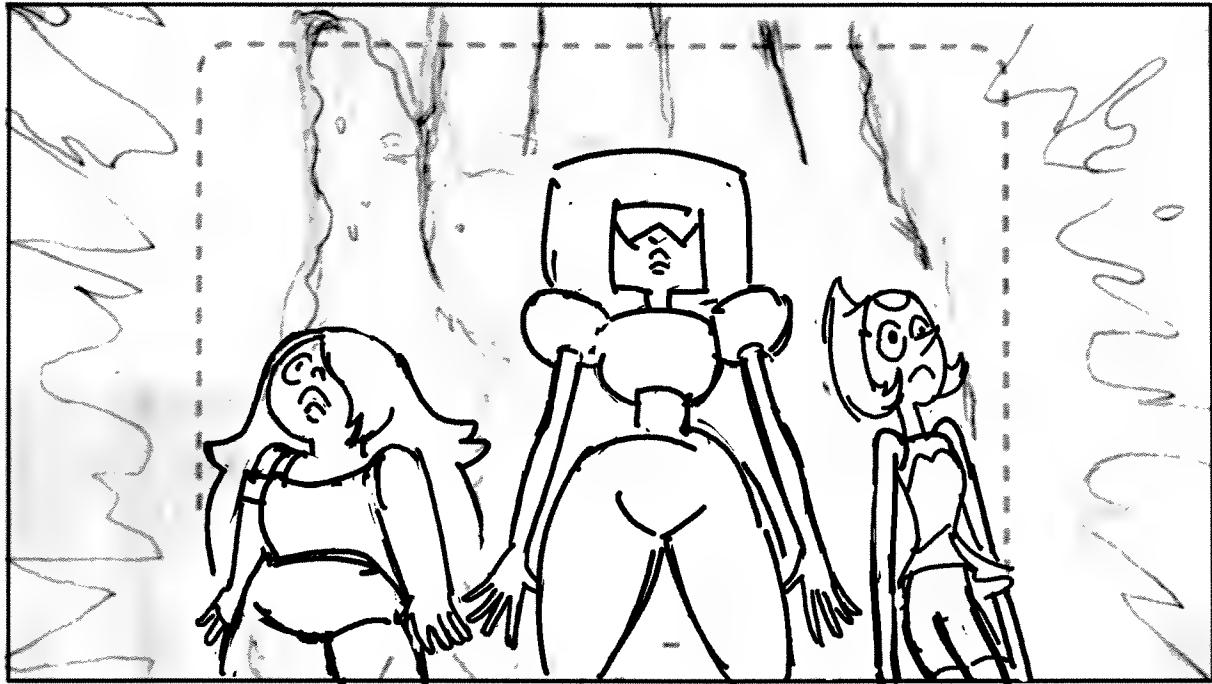
14

APR 10 2013

1020 003

1020 003

Scene	Panel
173	1



Dialogue

Monster noise: (Screaming)

O¹²

Scene	Panel
173 cont	2



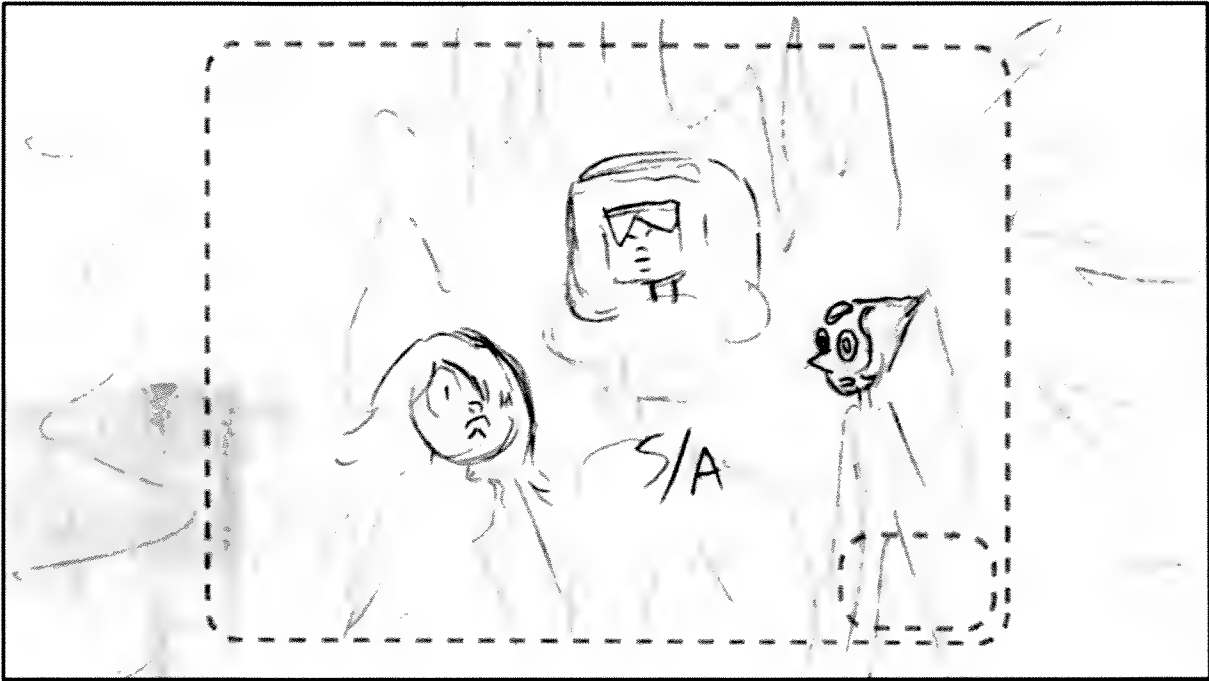
Dialogue

Amethyst: We could really use Steven's shield right about now!

406

APR 10 2013

Scene	173 CONT	Panel	3
-------	----------	-------	---



Dialogue
Steven (offscreen): HEY!!

101

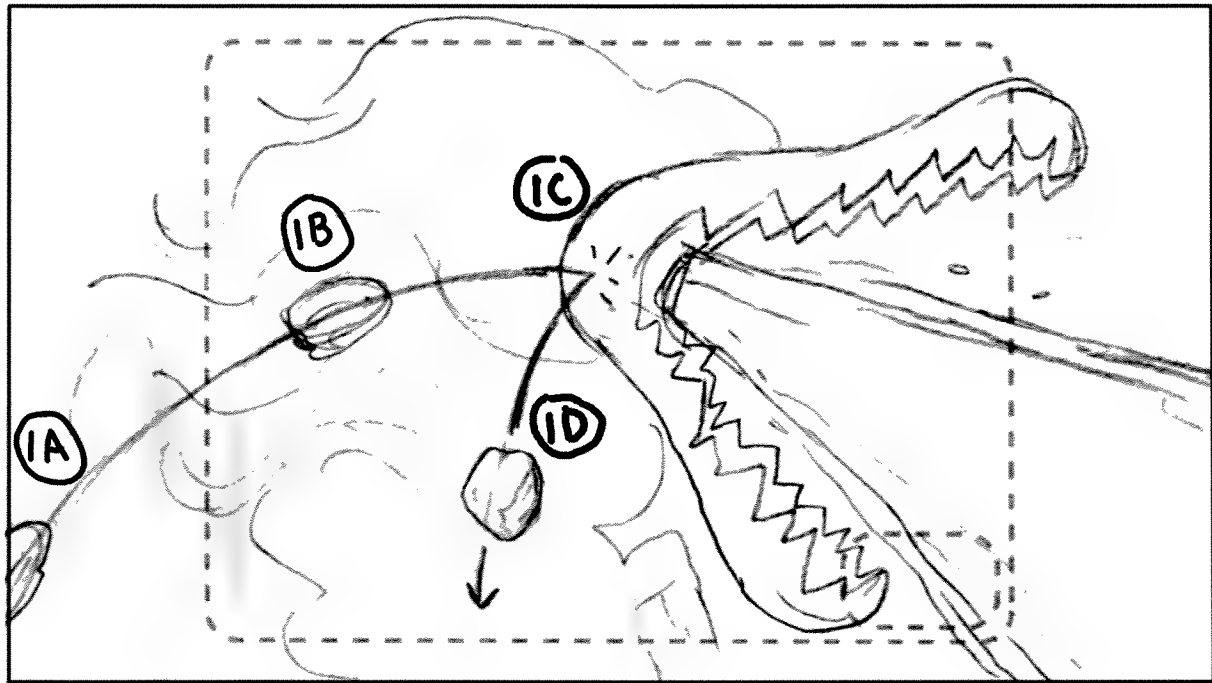
Scene	174	Panel	1
-------	-----	-------	---



APR 10 2013

015

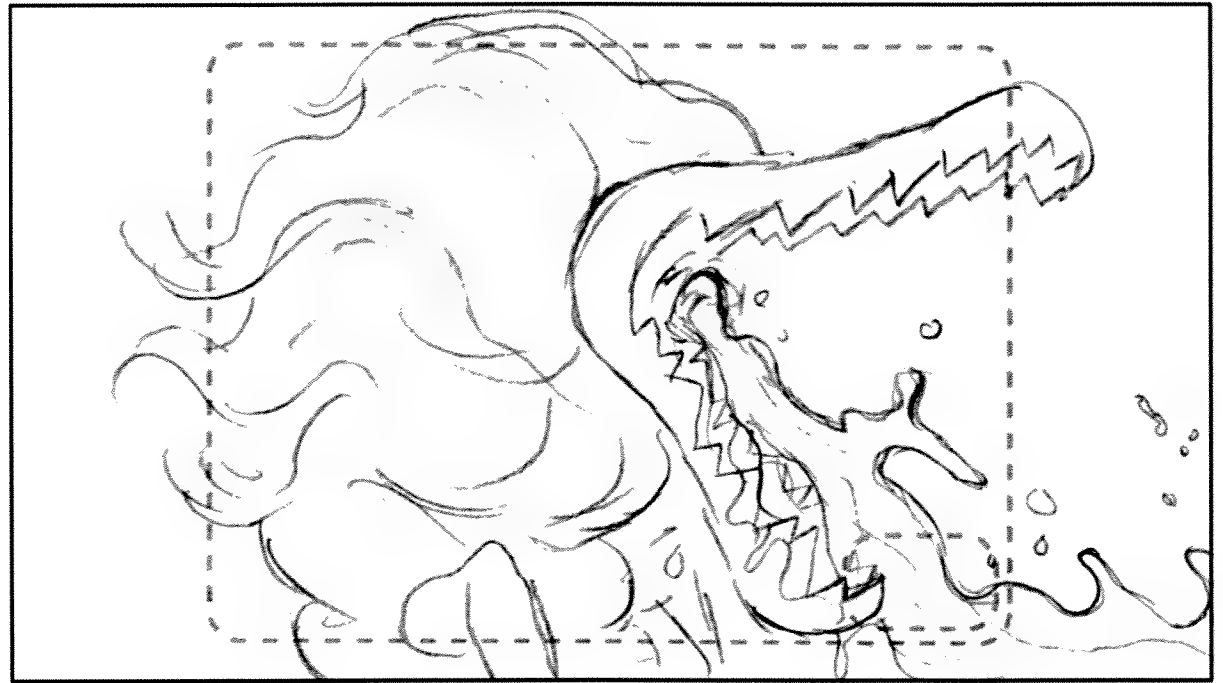
Scene 174 CONT Panel 2



Action Notes
Rock bounces off monster. Monster keeps spraying for a beat.

009

Scene 174 CONT Panel 3



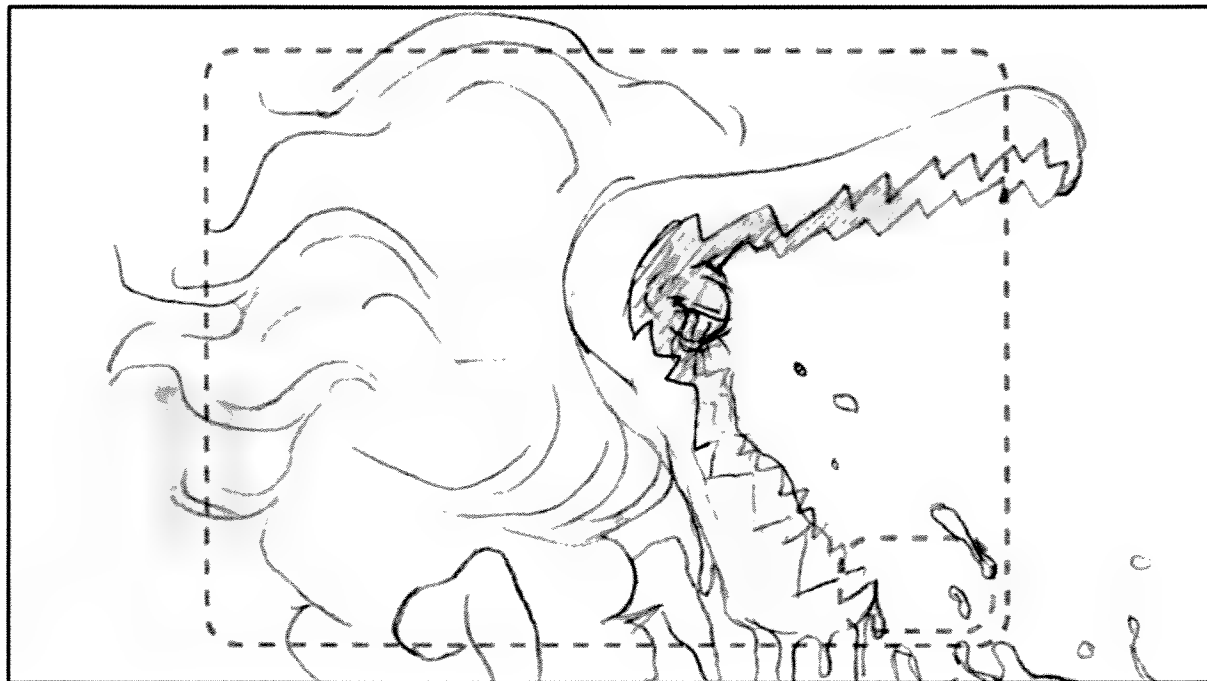
Action Notes
Acid stream stop.

004

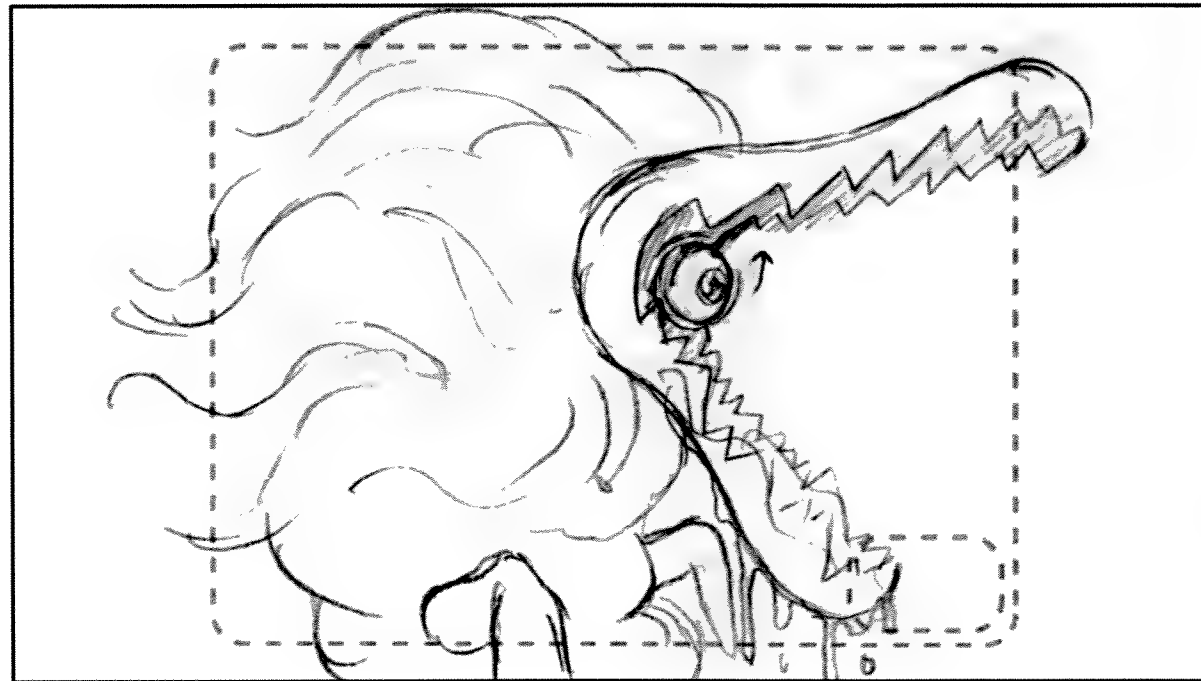
APR 10 2013

1020 003

Scene	174 CONT	Panel	4
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Scene	174 CONT	Panel	5
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Action Notes

Monster opens eye, looks up.

107

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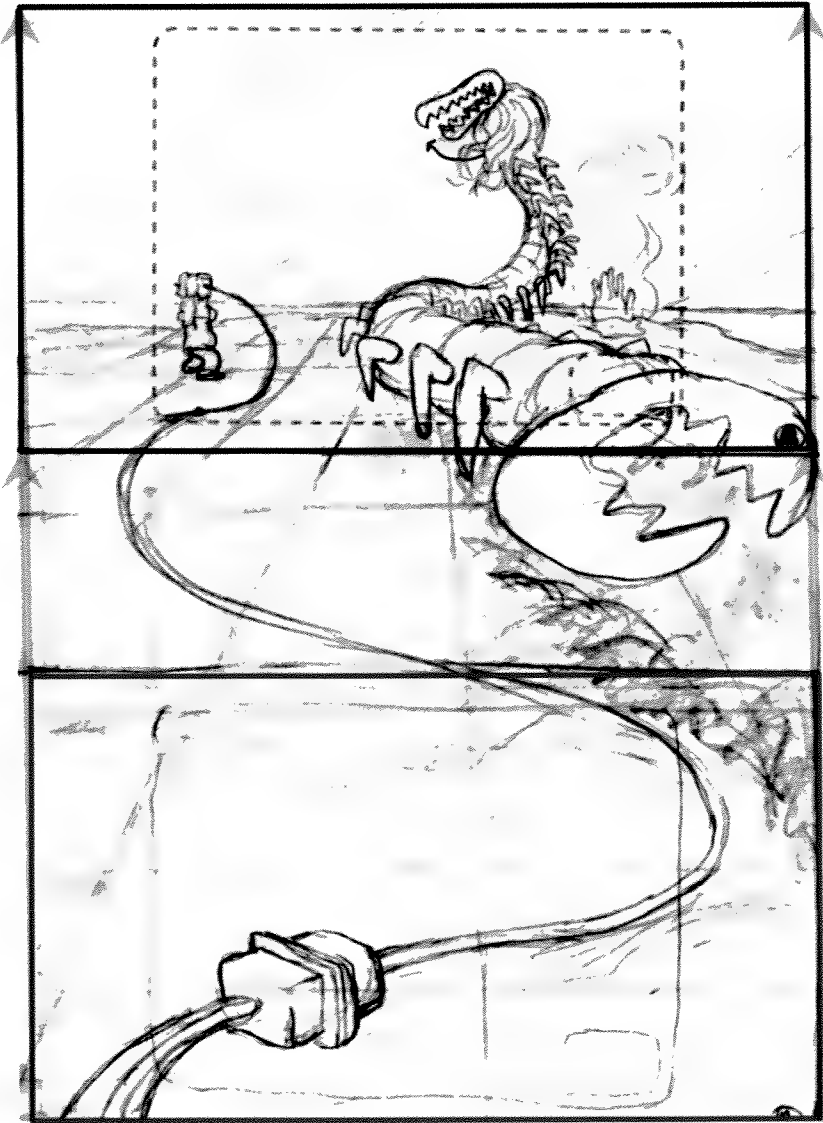
004

1020 003

1020 003

1020 003

Scene	178	Panel	1
-------	-----	-------	---



HOLD 008
ADJ 207
HOLD 110

Action Notes
Camera pans up.

APR 10 2013

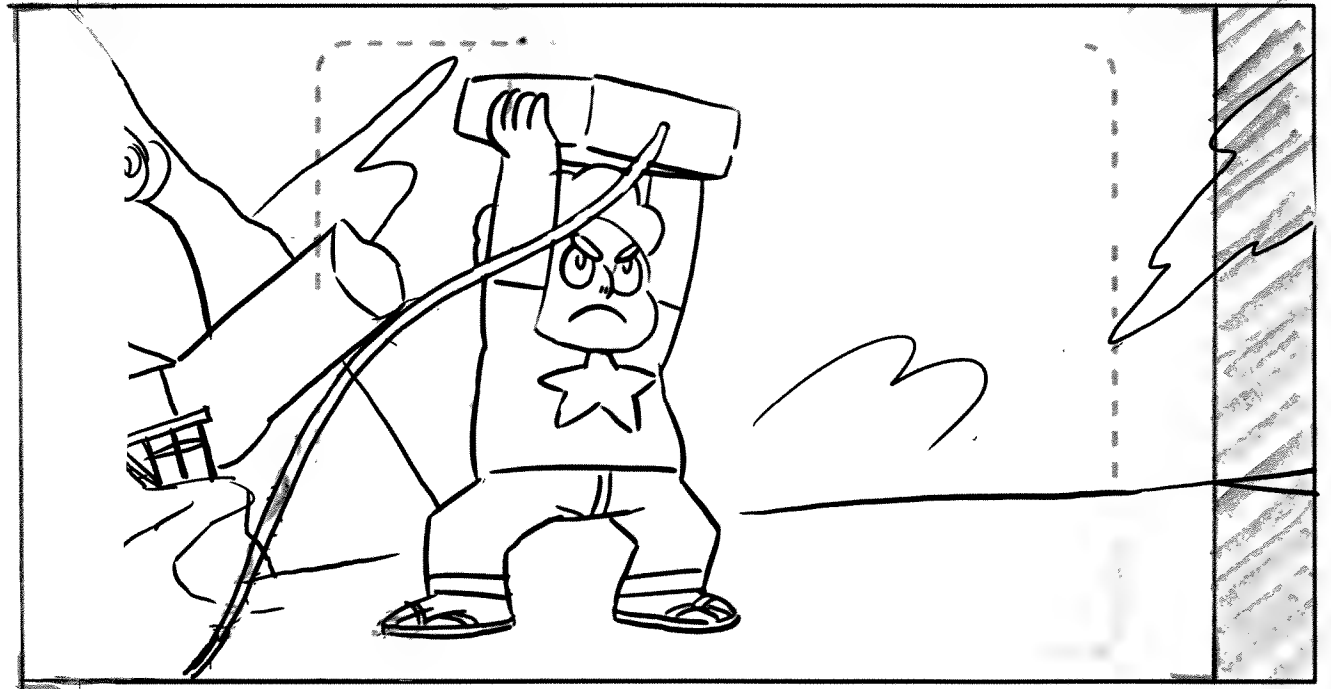
Monster turns its head towards Steven.

Scene

179.

Panel

1



Prs 1+2
010

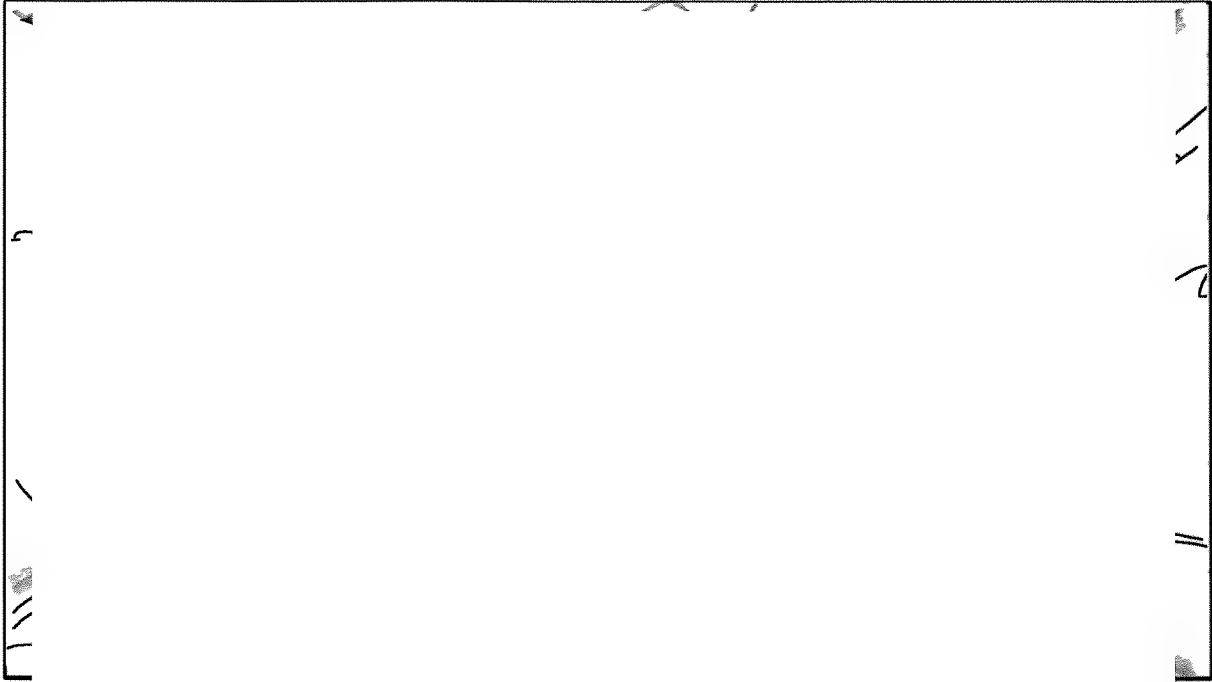
APR 10 2013

1020 003

1020 003

1020 003

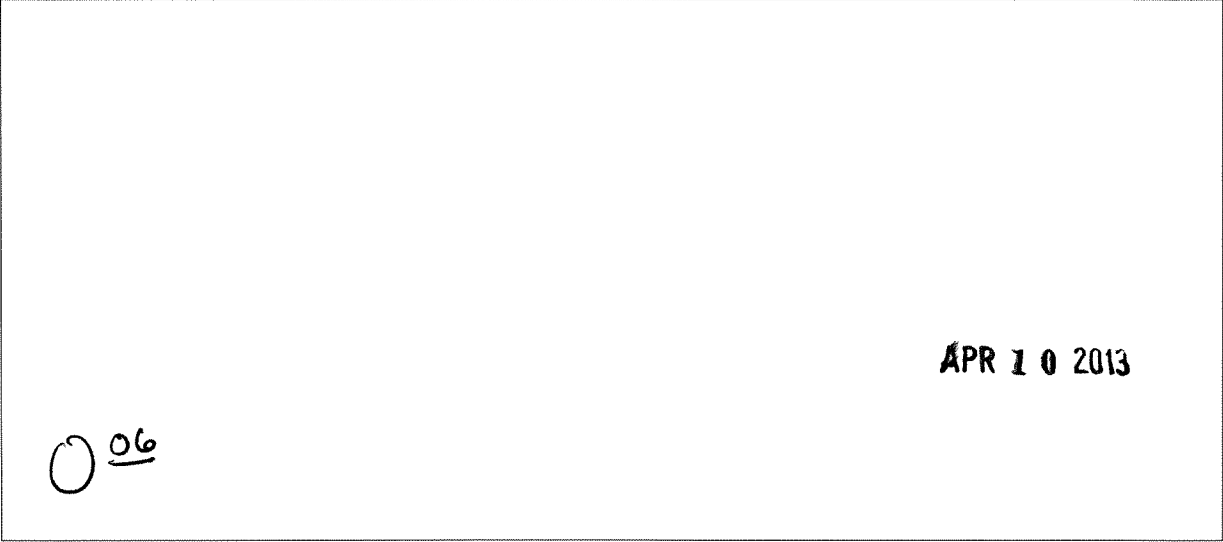
Scene	Panel
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Scene	Panel
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179 CONT

3



APR 10 2013

006

Scene 179 cont Panel 4



Action Notes
Power cord flops upwards.

0¹¹

Scene 179 cont Panel 5



Action Notes
Power cord flops down.

0⁰⁵

APR 10 2013

1020 003

1020 003

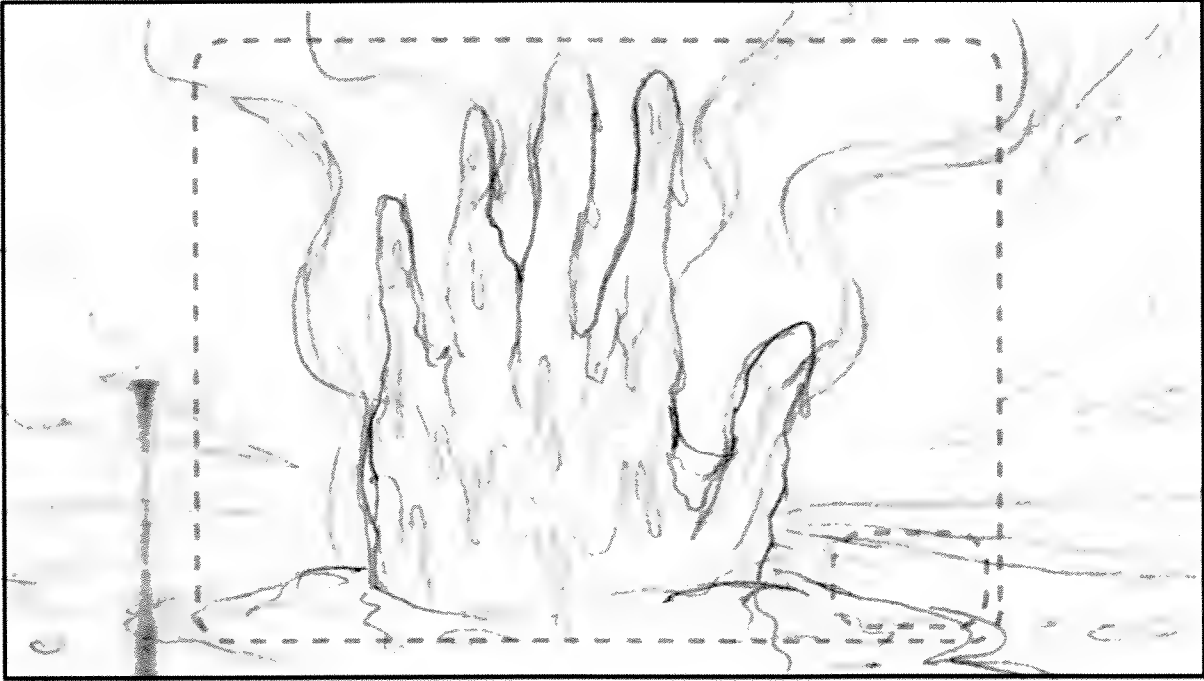
Scene	179 cont	Panel	6
-------	----------	-------	---



Dialogue
Steven: Leave them alone!

2"

Scene	180	Panel	1
-------	-----	-------	---

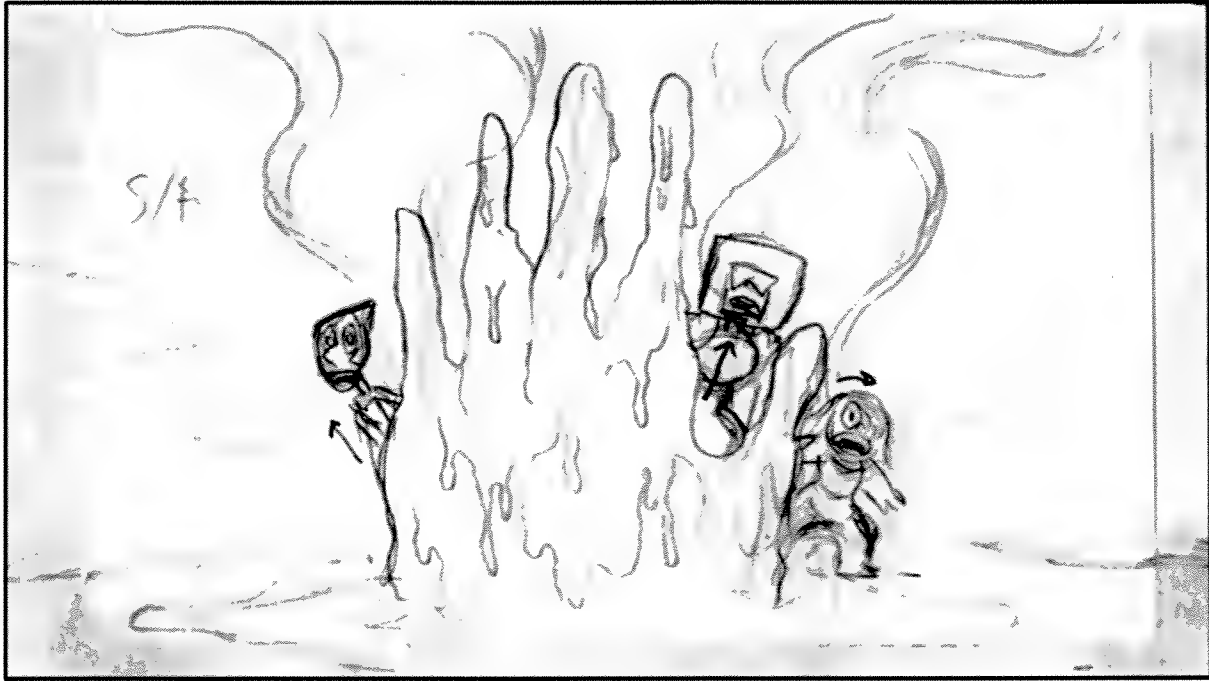


Action Notes
Acid dripping from the rock.

0'10

APR 10 2013

Scene 180 CONT Panel 2



Dialogue

Garnet: Steven?! Steven, NO!
Amethyst: Steven?! Steven, NO!
Pearl: Steven?! Steven, NO!

Action Notes

Acid dripping from the rock.

Scene 181 Panel 1



Dialogue

Steven: Cookie Cat Crystal Combo Powers -

APR 10 2013

4¹⁰

1020 003

1020 003

1020 003

Scene	181 CONT	Panel	2
-------	----------	-------	---



Dialogue
Steven: - ACTIVATE!!

2¹³

Scene	182	Panel	1
-------	-----	-------	---



Action Notes

BG REF SC179

004

APR 10 2013

Scene	Panel
182 CONT	2



Dialogue
Steven noise: (eating)

0⁰⁶

Scene	Panel
182 CONT	3



Dialogue
Steven noise: (eating)



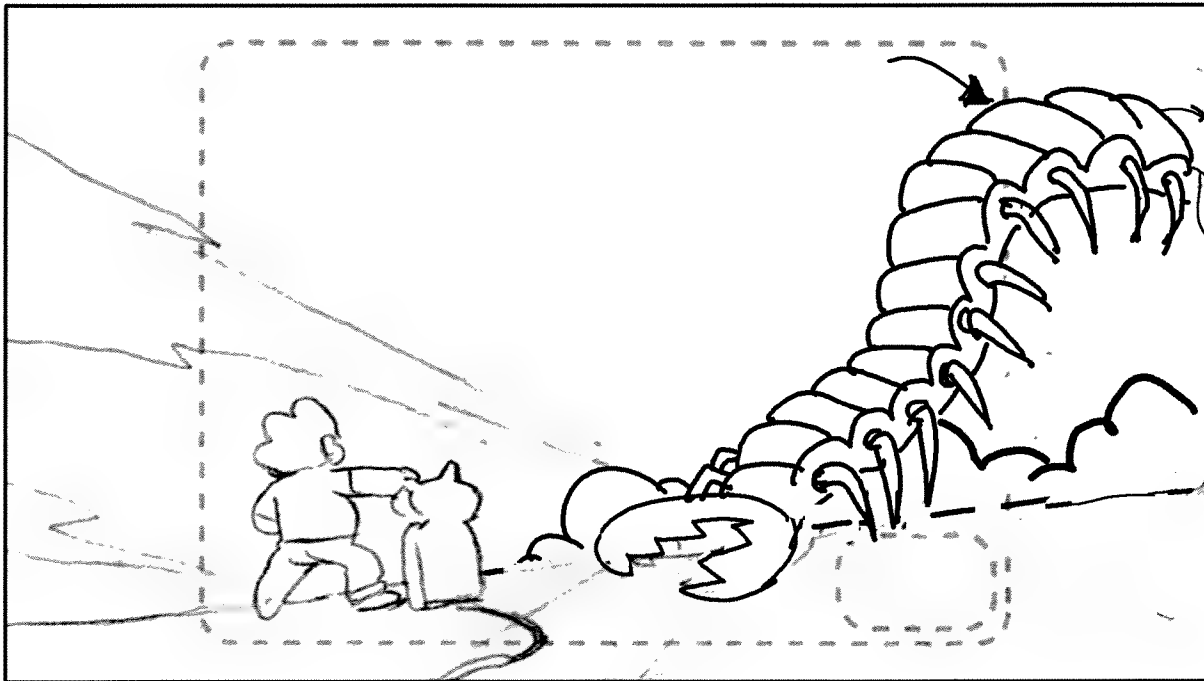
APR 10 2013

Action Notes
Steven chewing.

1¹⁵

309A-NEXT

Scene	Panel
183	1

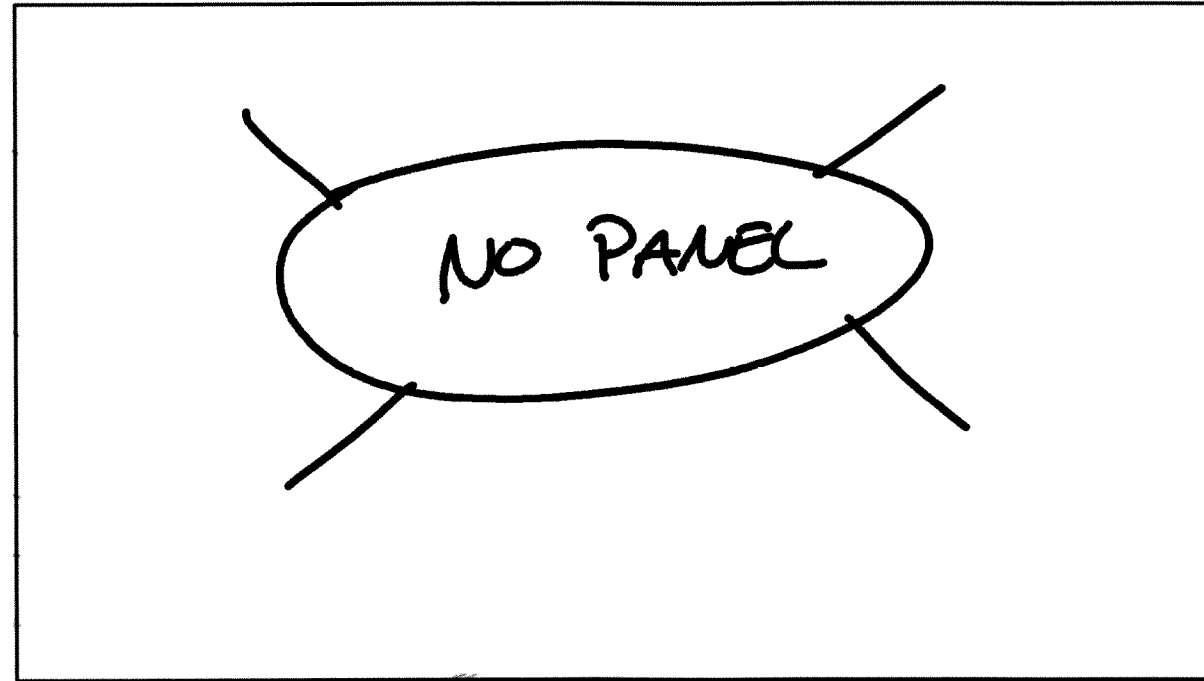


Action Notes

Monster tail leaves in the background screen right

Pns 1+2
100

Scene	Panel
183 CONT	2

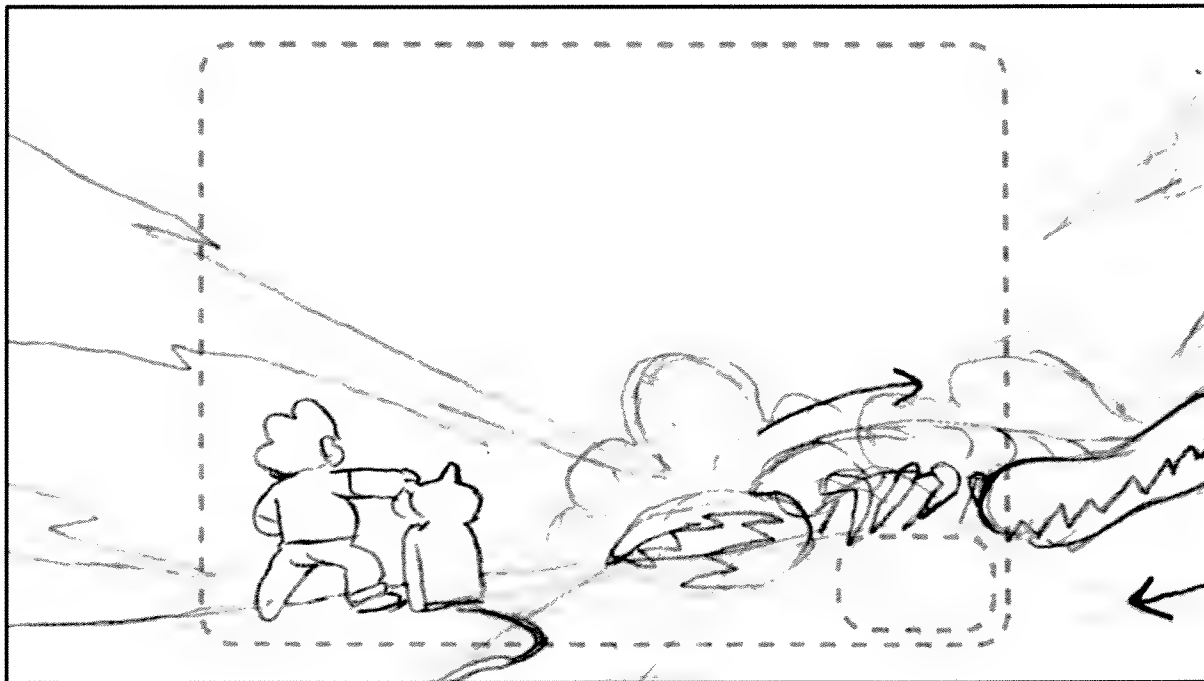


APR 10 2013

1020 003

1020 003

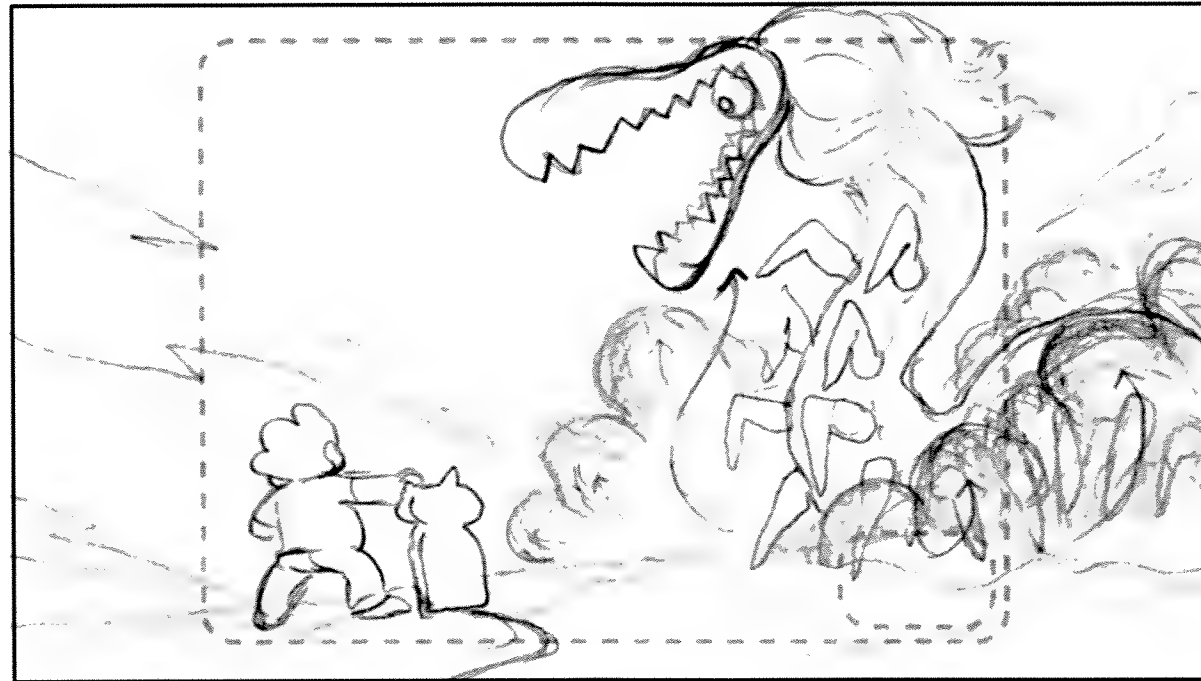
Scene	Panel
183 CONT	2



Action Notes

as the head comes in midground screen right.

Scene	Panel
183 CONT	3



Dialogue

Steven noise: (eating)

Monster noise: (Growling)

APR 10 2013

108

Scene	184	Panel	1
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Dialogue	BG REF SC179
Steven noise: (eating)	
Monster noise: (Growling)	

CHW
CYCLE

1B

Action Notes
Steven chewing for a beat.
108

Scene	184 cont	Panel	2
-------	----------	-------	---



Dialogue
Steven noise: (eating)
Monster noise: (Growling)

Action Notes
Steven continues chewing.
APR 10 2013
014

NO SC'S
185-186

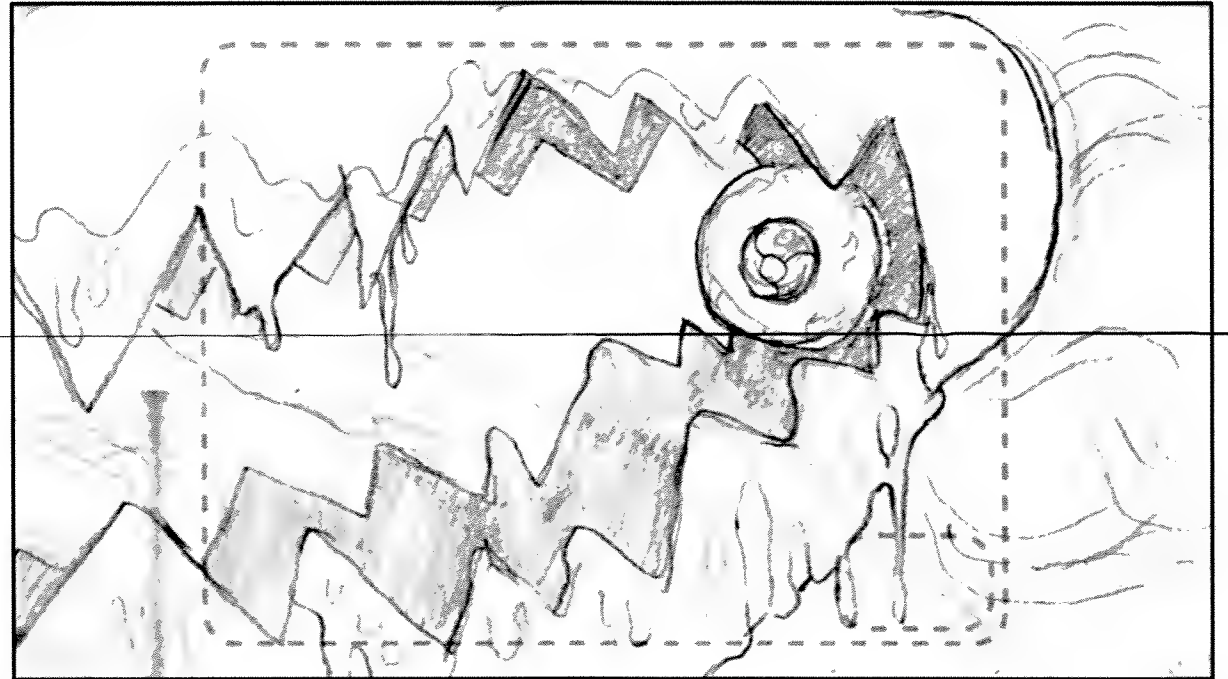
Scene	Panel
184 CONT	3



Dialogue
Steven noise: (eating)

106

Scene	Panel
187	1



Dialogue
Monster noise: (Growling)

Steven noise: (Eating)

Action Notes
Monster acid dripping.

114

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1020 003

1020 003

1020 003

Scene 188 Panel 1



Dialogue
Steven noise: (eating)
Monster noise: (Growling)

109

Scene 188 CONT Panel 2

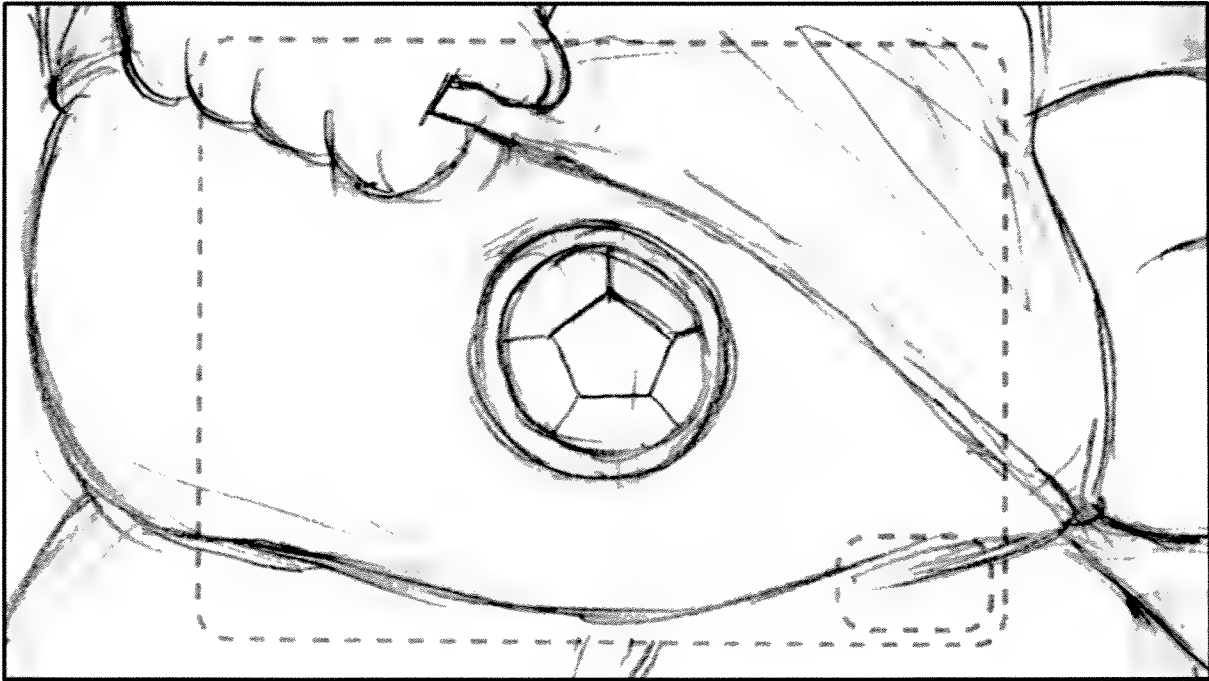


Dialogue
Monster noise: (Growling)

015

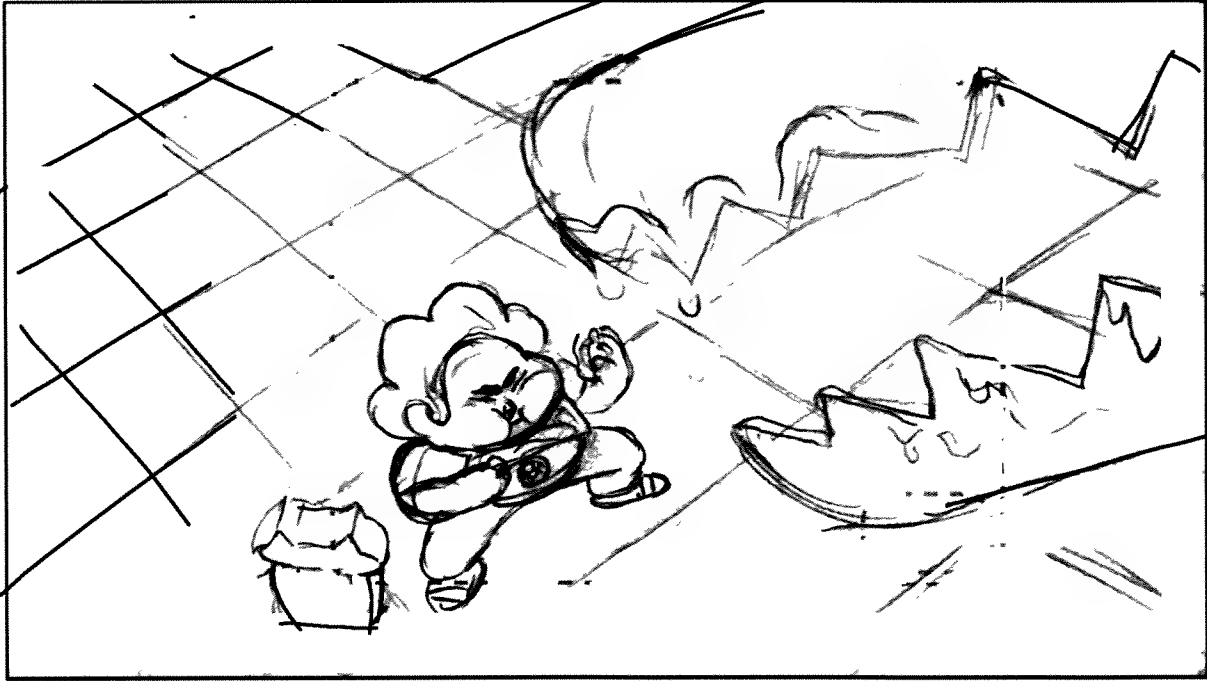
APR 10 2013

Scene 189 Panel 1



109

Scene 190 Panel 1



Dialogue
Steven: Uh-oh...

Action Notes
Monster acid dripping.

004

APR 10 2013

1020 003

1020 003

Scene	190 CONT	Panel	2
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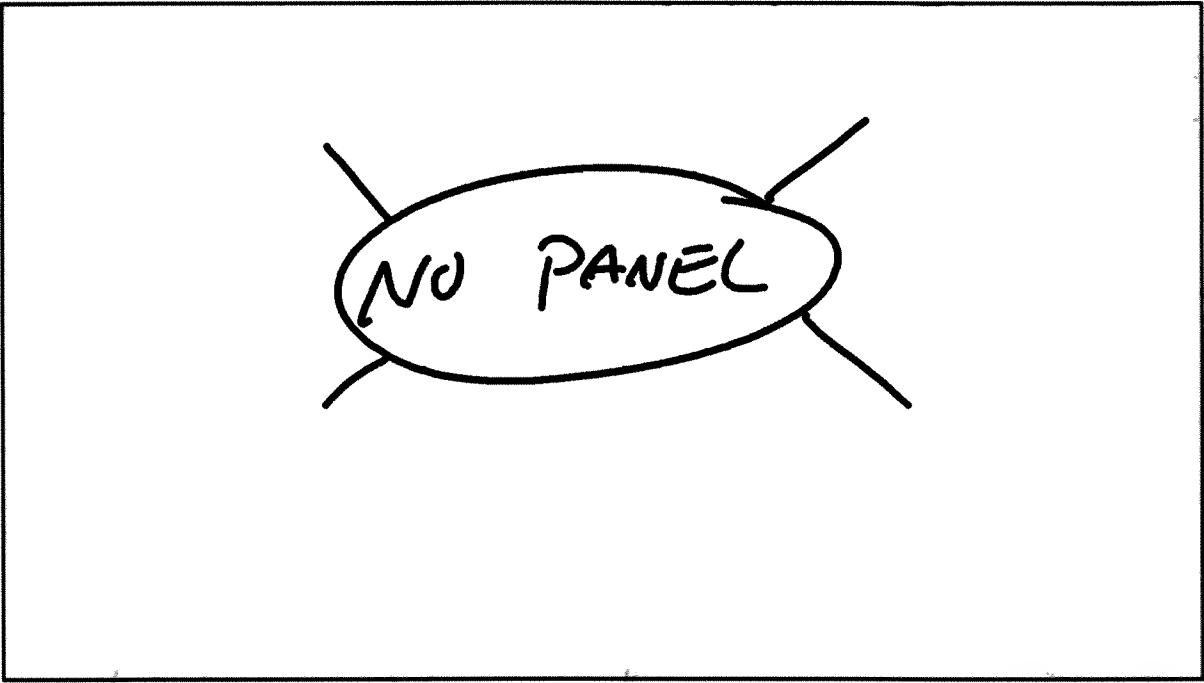
Action Notes

Steven puts down his shirt, looks up.

Acid dripping in Foreground.

104

Scene		Panel	
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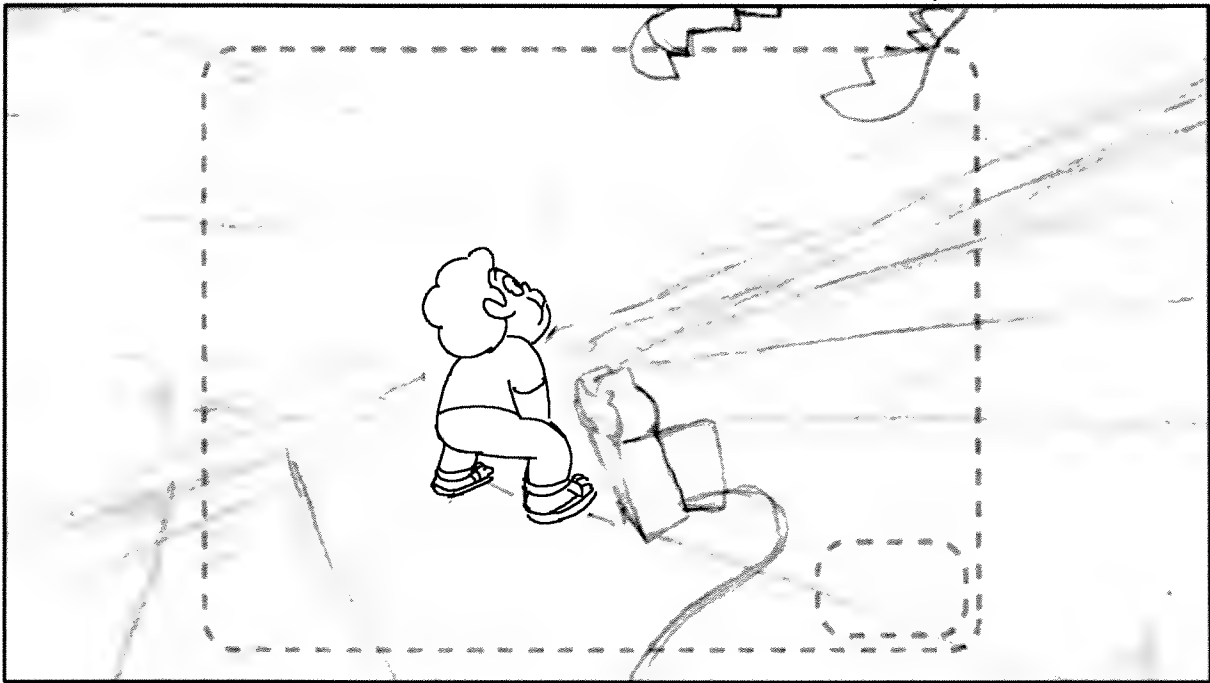


APR 10 2013

1020 003

1020 003

Scene	191	Panel	1
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Scene	191 CONT	Panel	2
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Pre 1+2
007

APR 10 2013

1020 003

1020 003

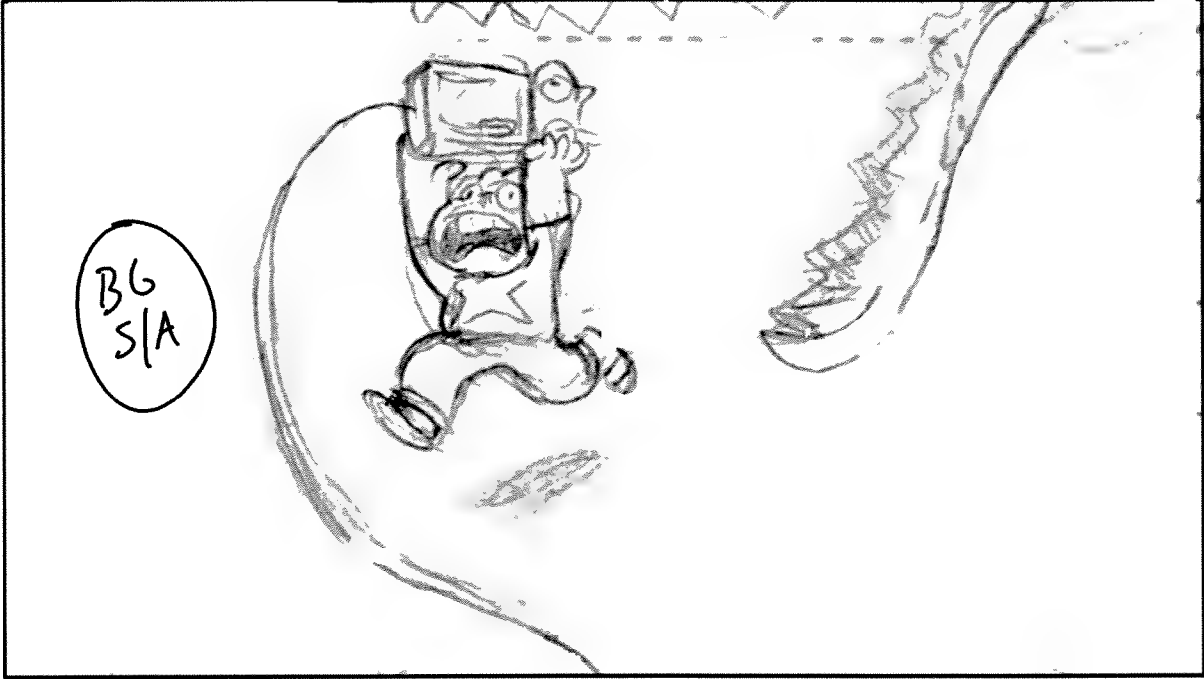
1020 003

Scene 19/CONT Panel 3



005

Scene 19/CONT Panel 4



Dialogue
Steven noise: (Screams!)

009

APR 10 2013

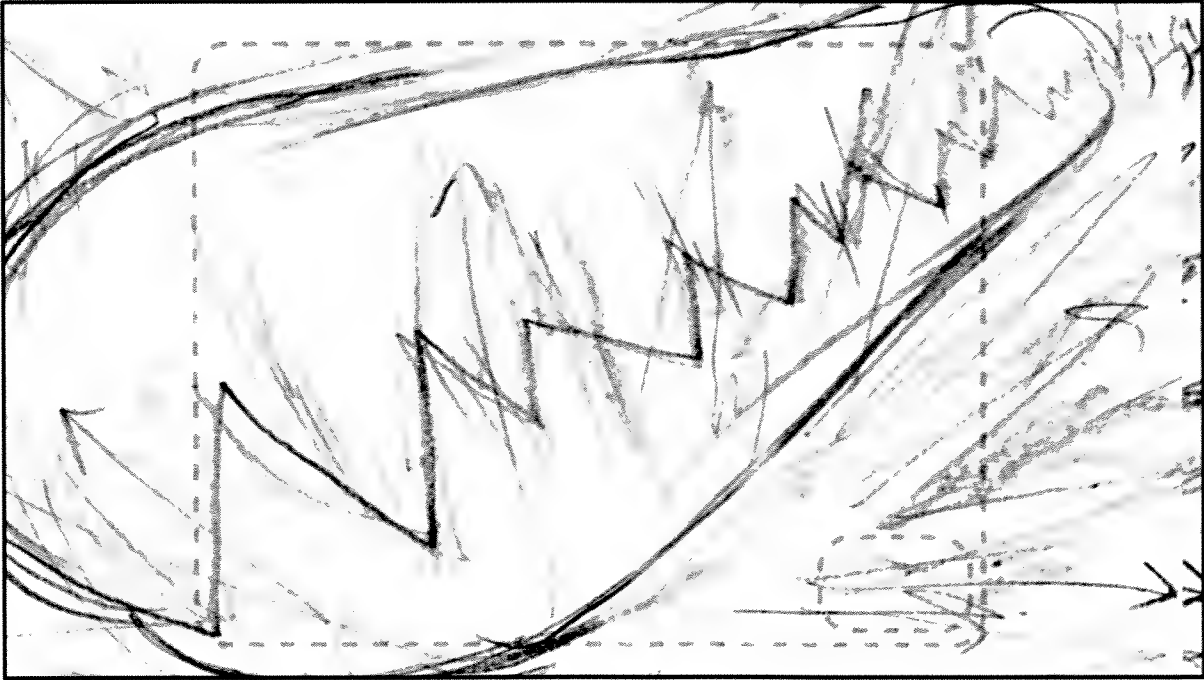
Scene 19/CONT Panel 5



Dialogue
Steven noise: (Screams!)

005

Scene 19/CONT Panel 6



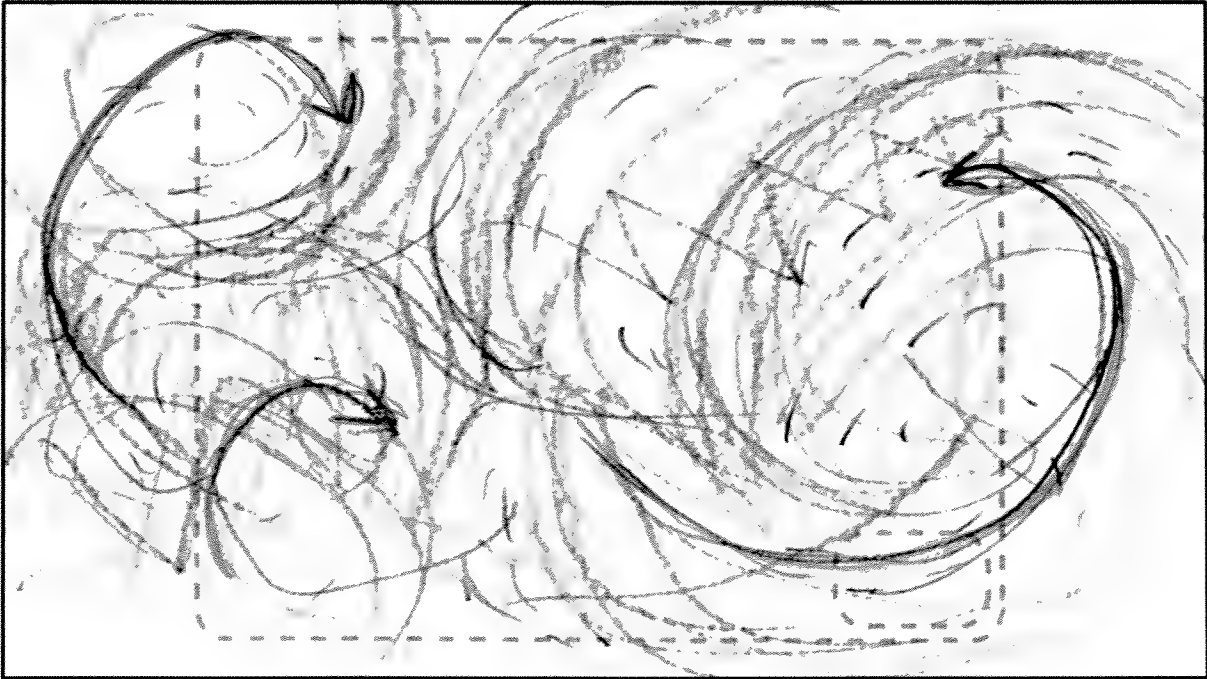
Dialogue
Steven noise: (Screams!)

Monster noise: (Bite)

007

APR 10 2013

Scene	191 CONT	Panel	7
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Dialogue

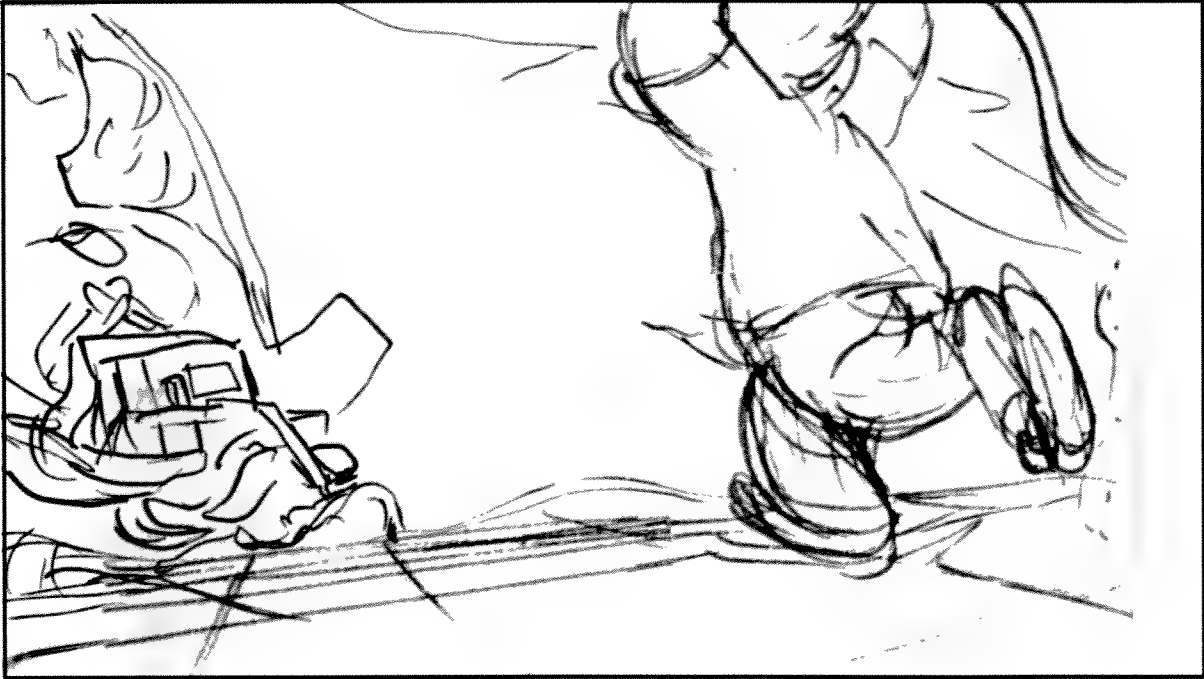
Steven noise: (Screams!)

Action Notes

Screen fills with sand.

101

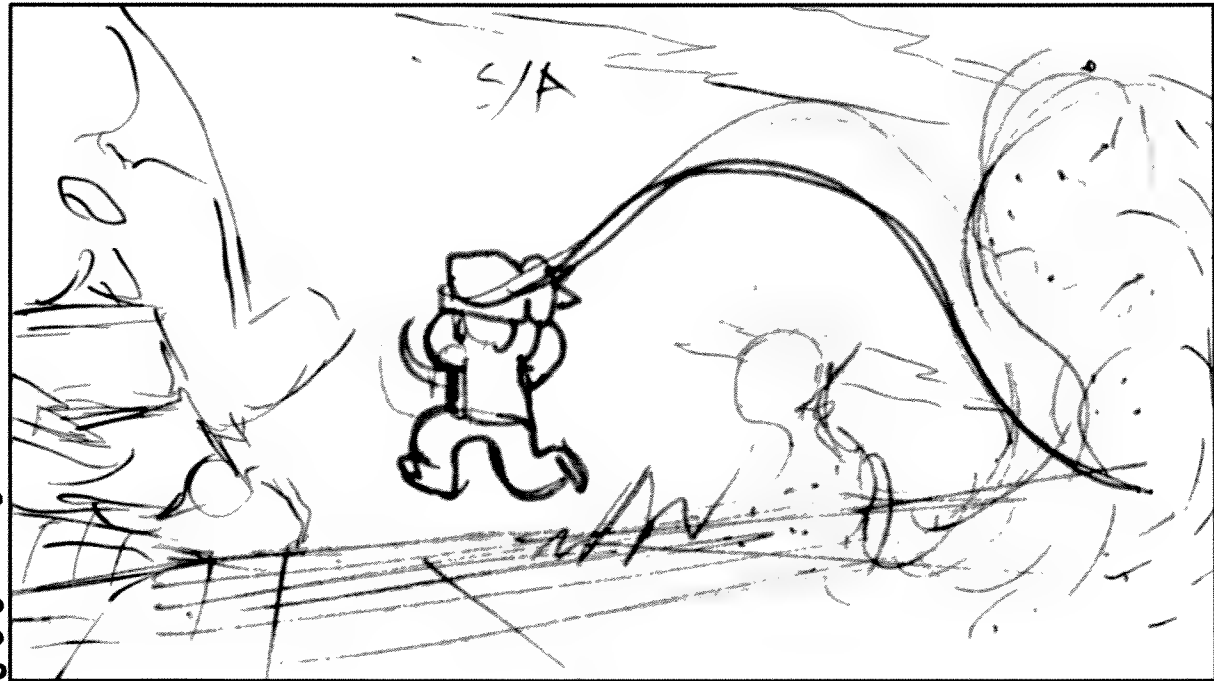
Scene	192	Panel	1
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007

APR 10 2013

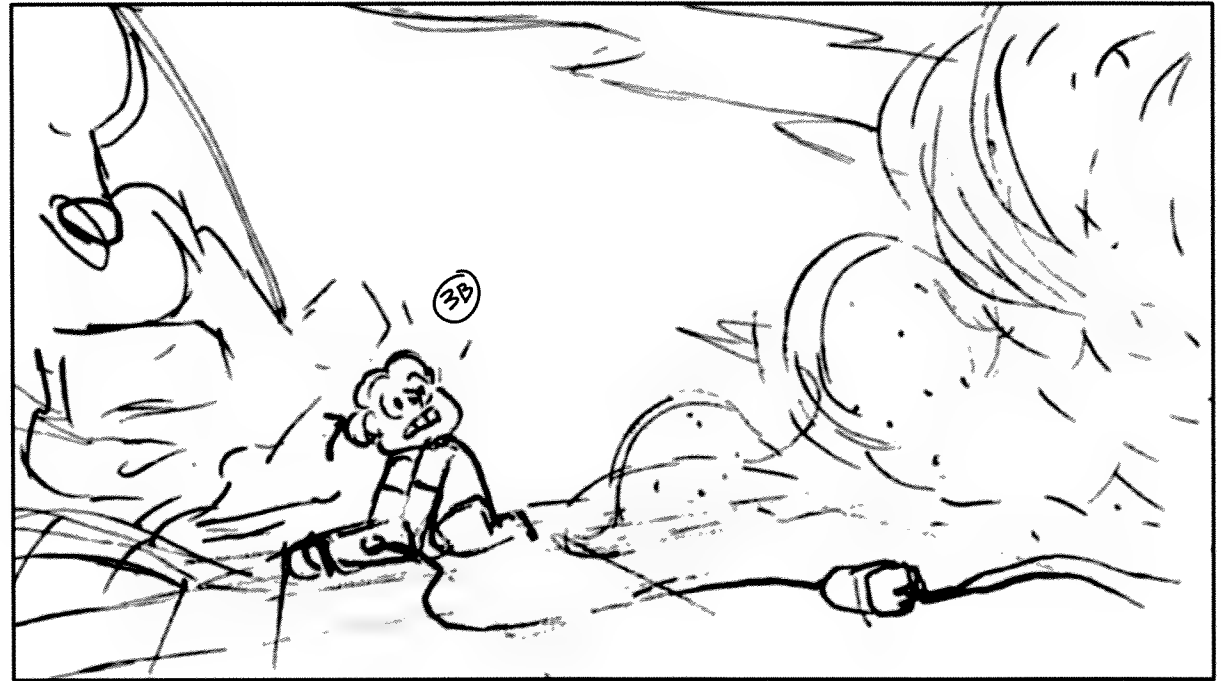
Scene 192 CONT Panel 2



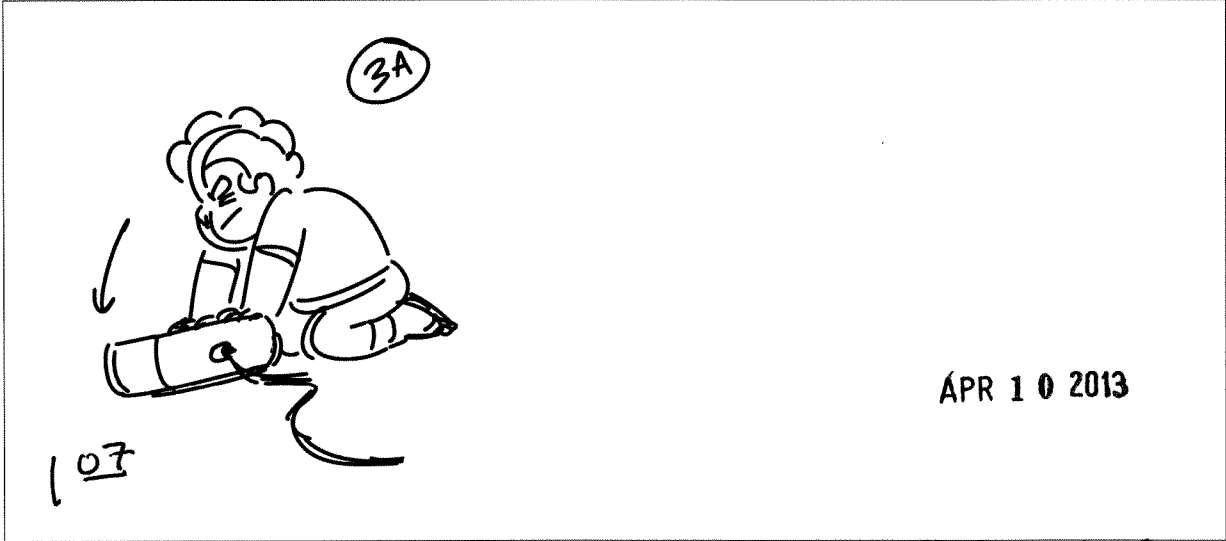
1020 003



Scene 192 CONT Panel 3



1020 003

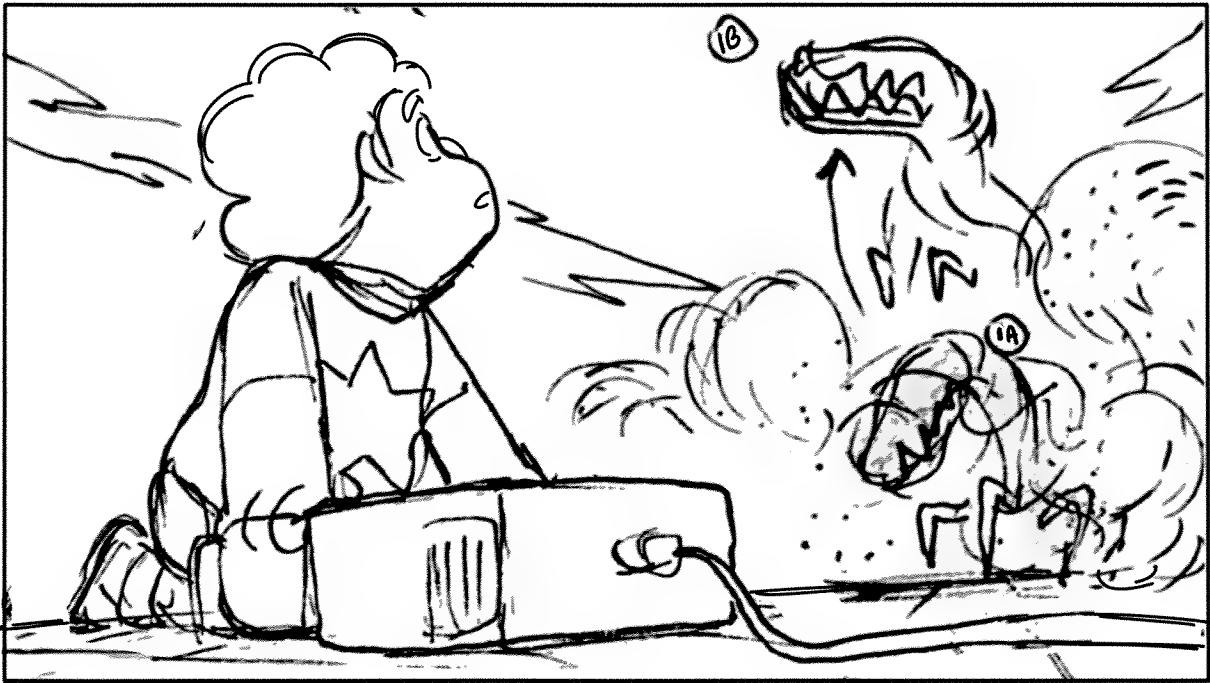


107

APR 10 2013

1020 003

Scene	193	Panel	1
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Dialogue

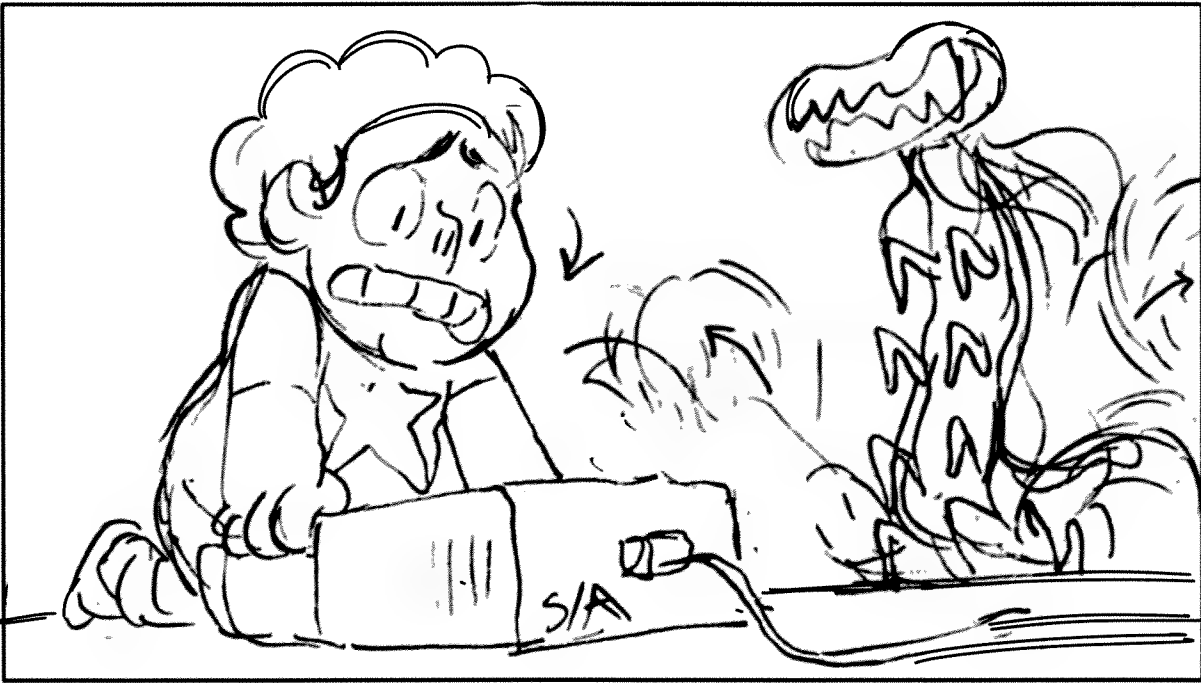
Monster noise: (Growls)

Action Notes

Monster #1 hidden by sand cloud.

105

Scene	193 cont	Panel	2
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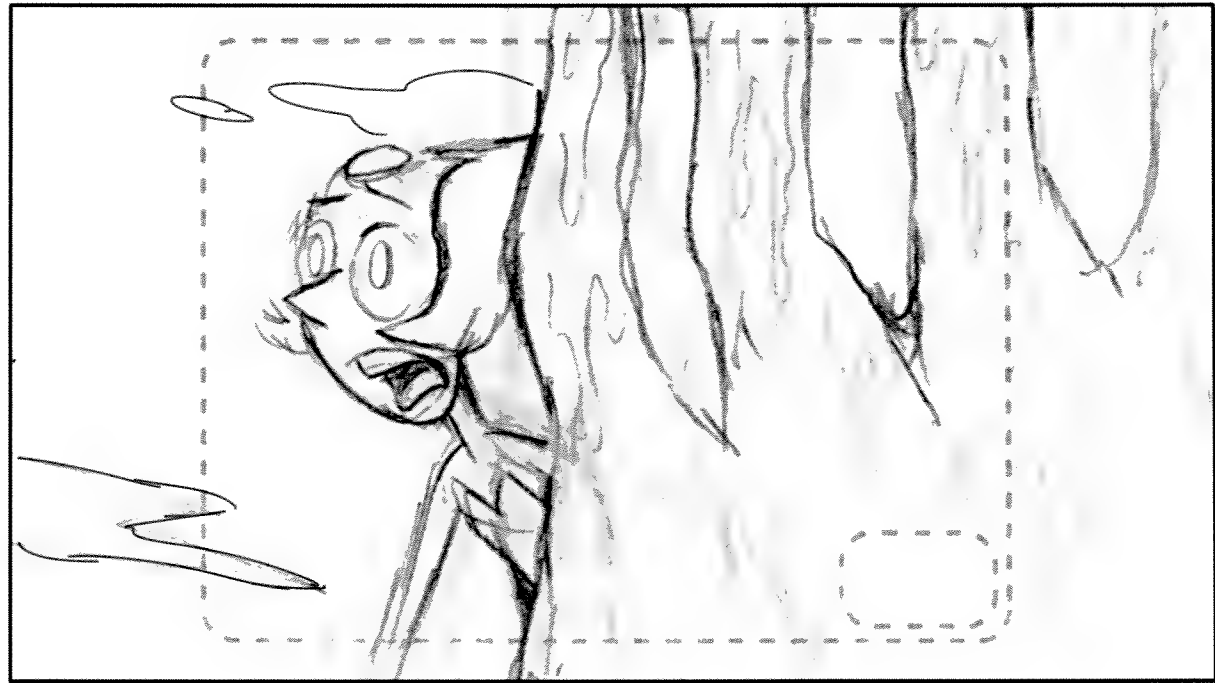
Dialogue

Monster noise: (Growls)

APR 10 2013

111

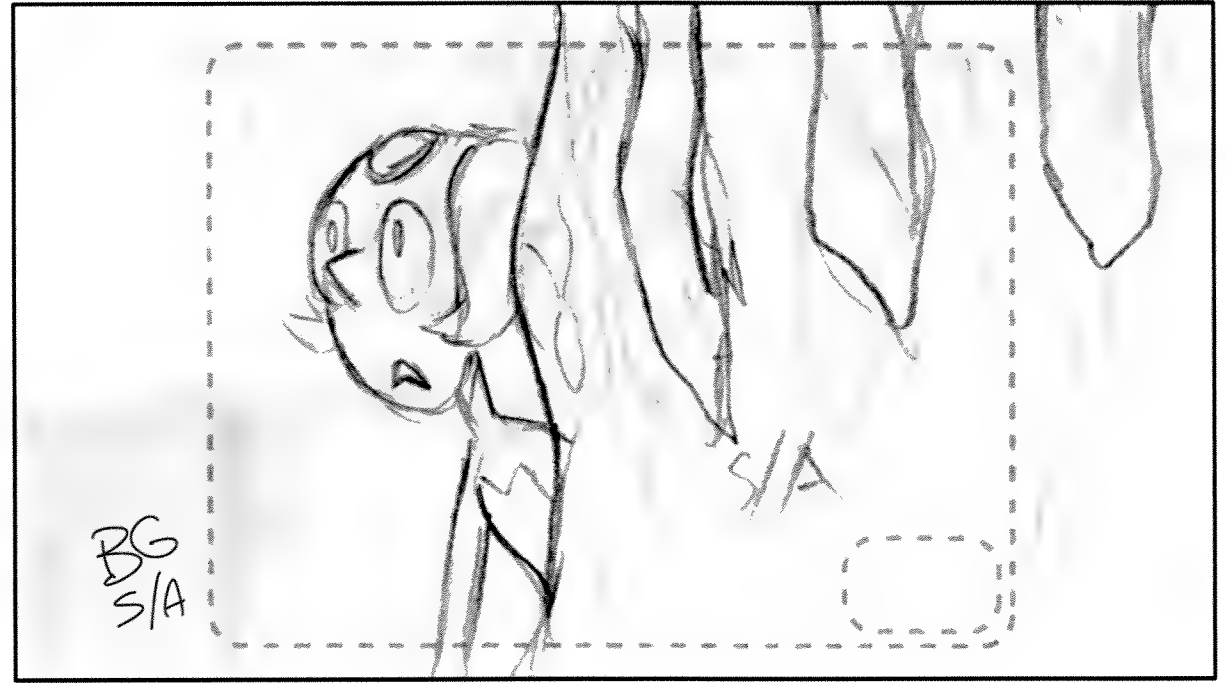
Scene 194 Panel 1



Dialogue
Pearl: We need to save Steven!!

309

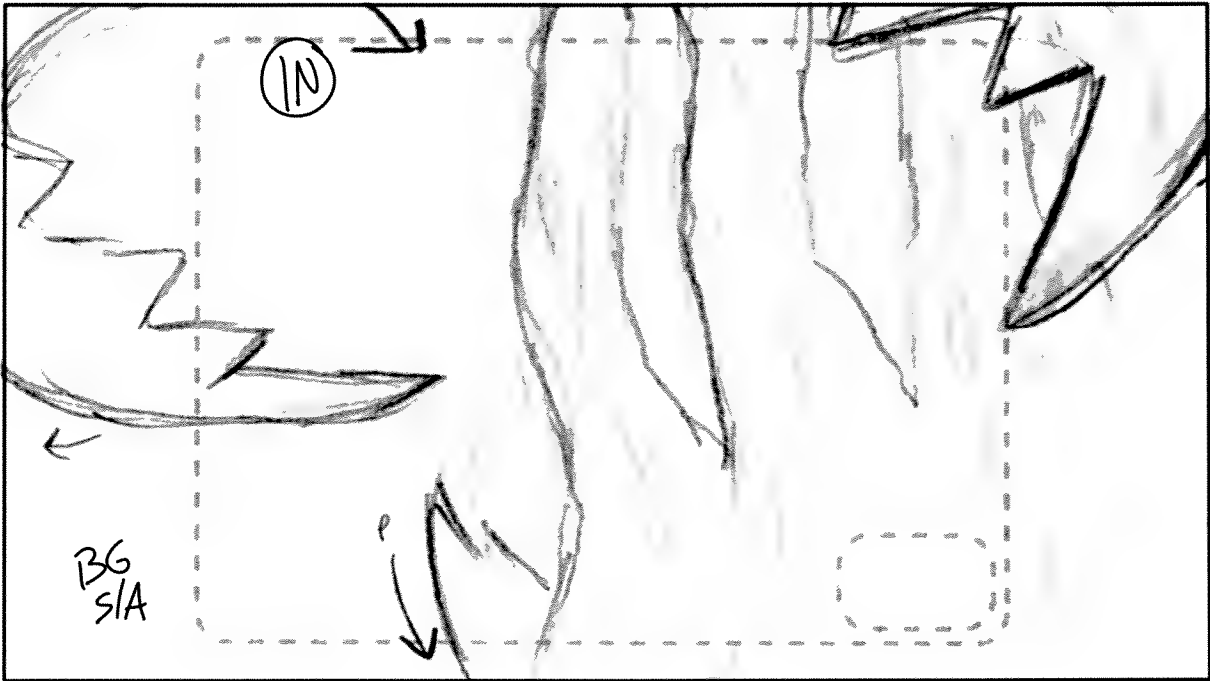
Scene 194 cont Panel 2



006

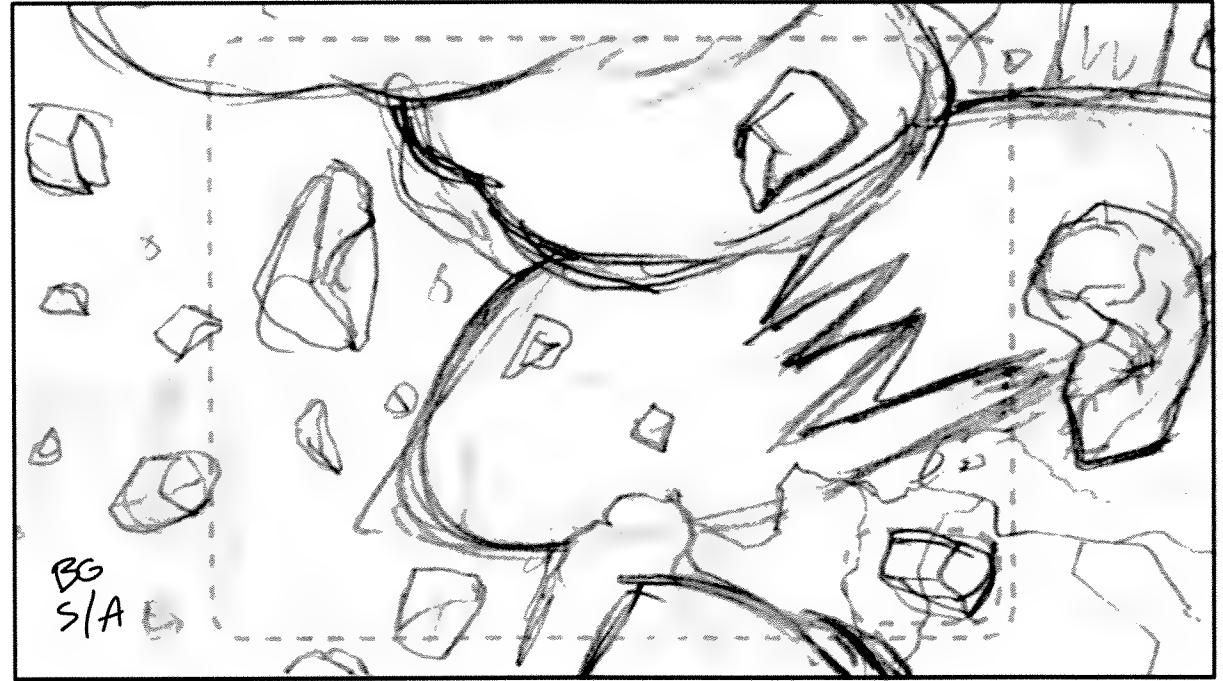
APR 10 2013

Scene 194 CONT Panel 3



004

Scene 194 CONT Panel 4



008

APR 10 2013

1020 003

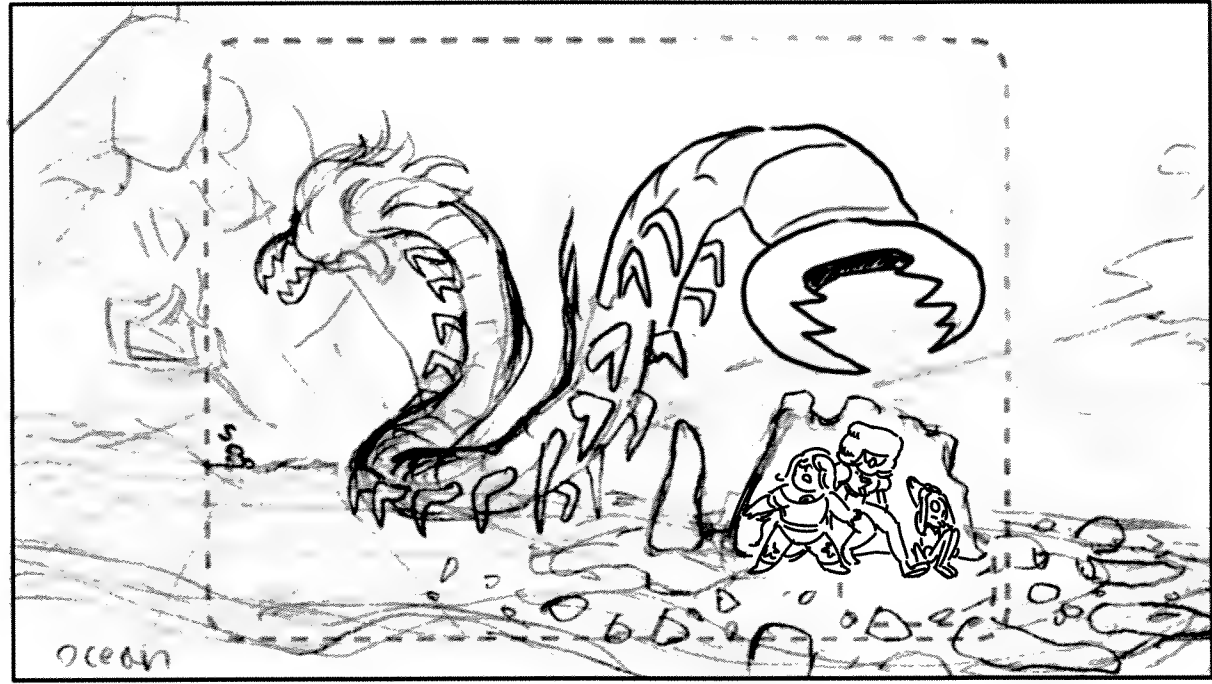
1020 003

Scene 194 cont Panel 5



010

Scene 195 Panel 1



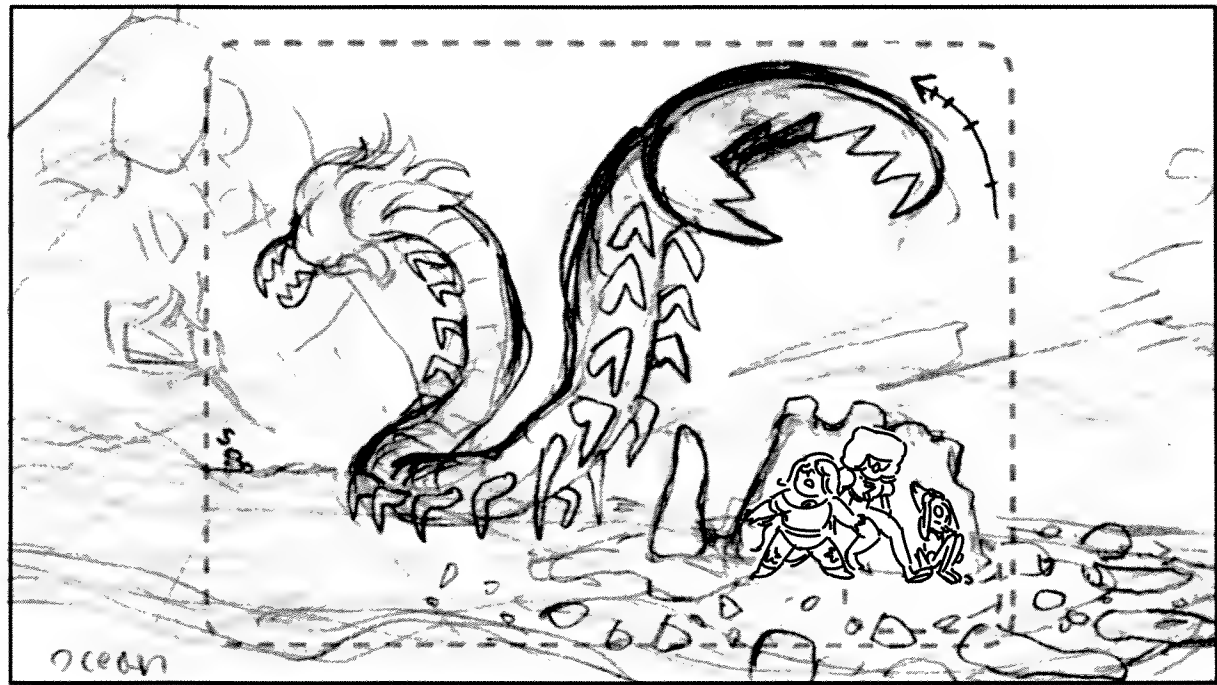
006

APR 10 2013

1020 003

1020 003

Scene 195 CONT Panel 2

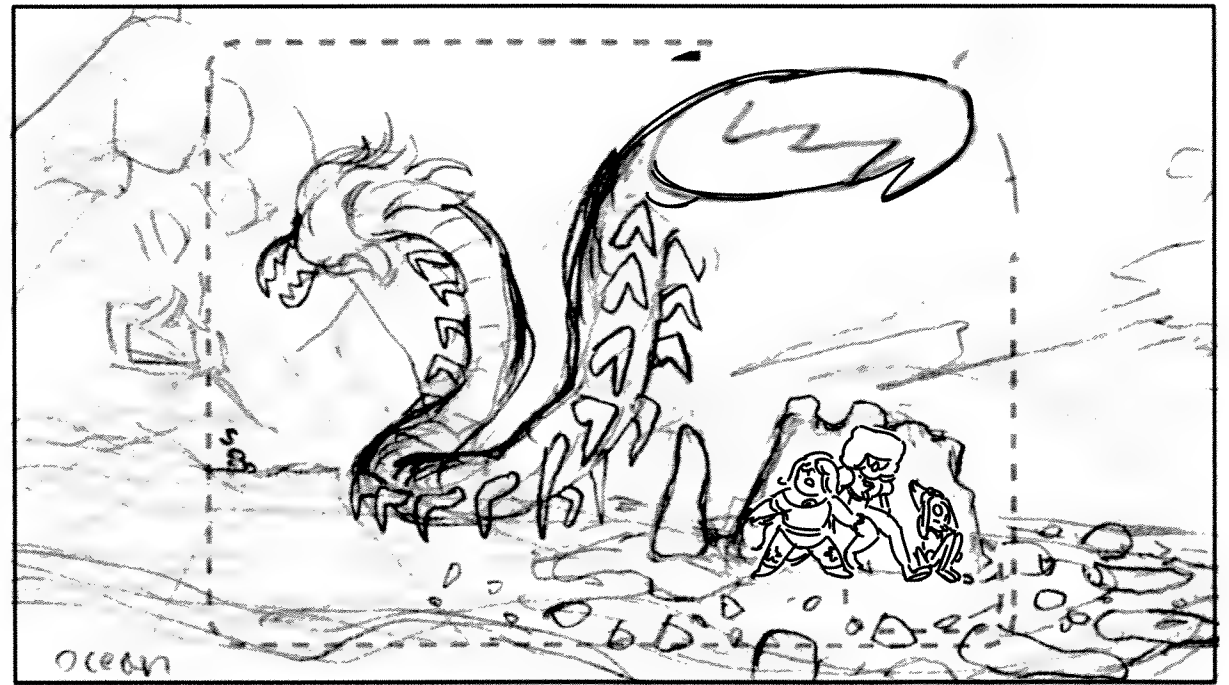


Dialogue
Amethyst: Can we...

Action Notes
Monster tail settles into raised position, then snaps, 2 3 2 3

04

Scene 195 CONT Panel 3



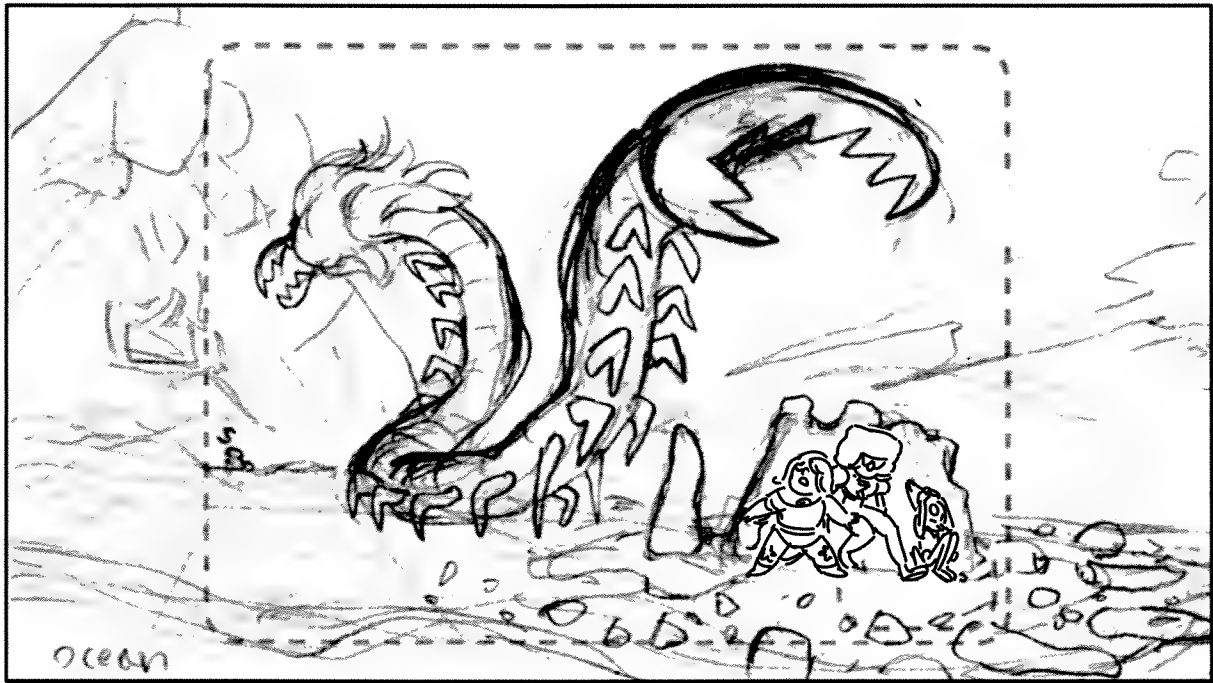
Dialogue
Amethyst: ..save ...

05

APR 10 2013

NO SC
196

Scene 195 CONT Panel 4

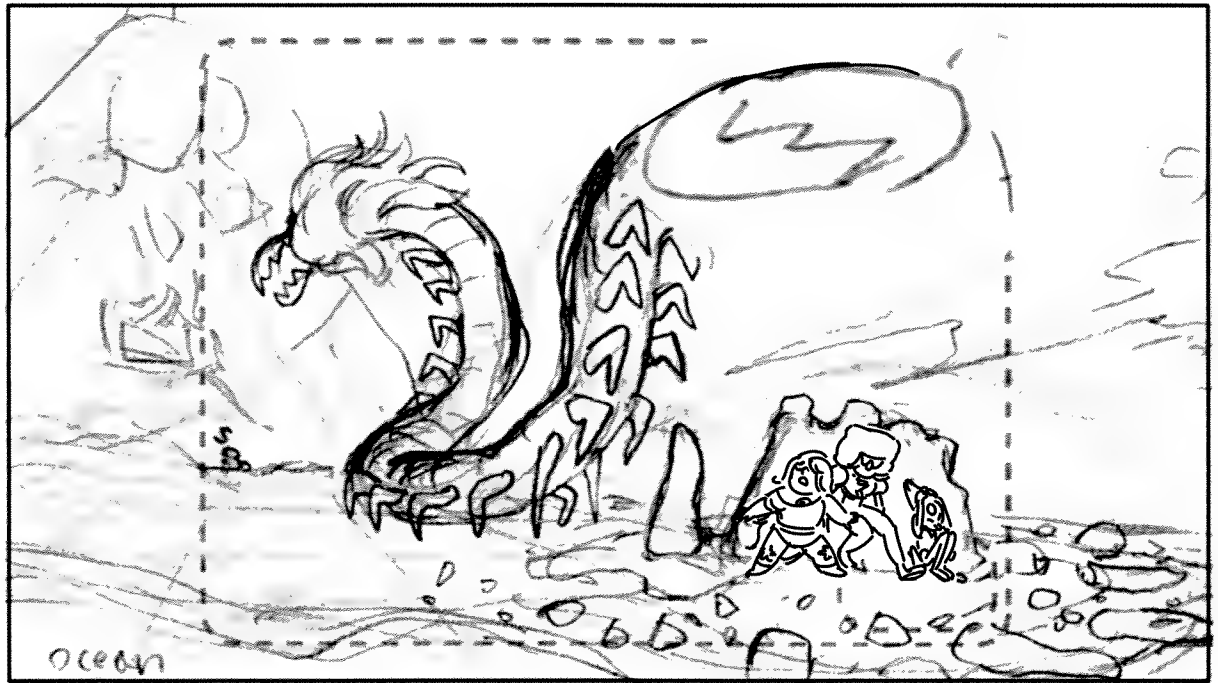


Dialogue
Amethyst: ...ourselves...

Action Notes
Monster tail settles into raised position, then snaps, 2 3 2 3

0⁰⁴

Scene 195 CONT Panel 5



Dialogue
Amethyst: ...first??

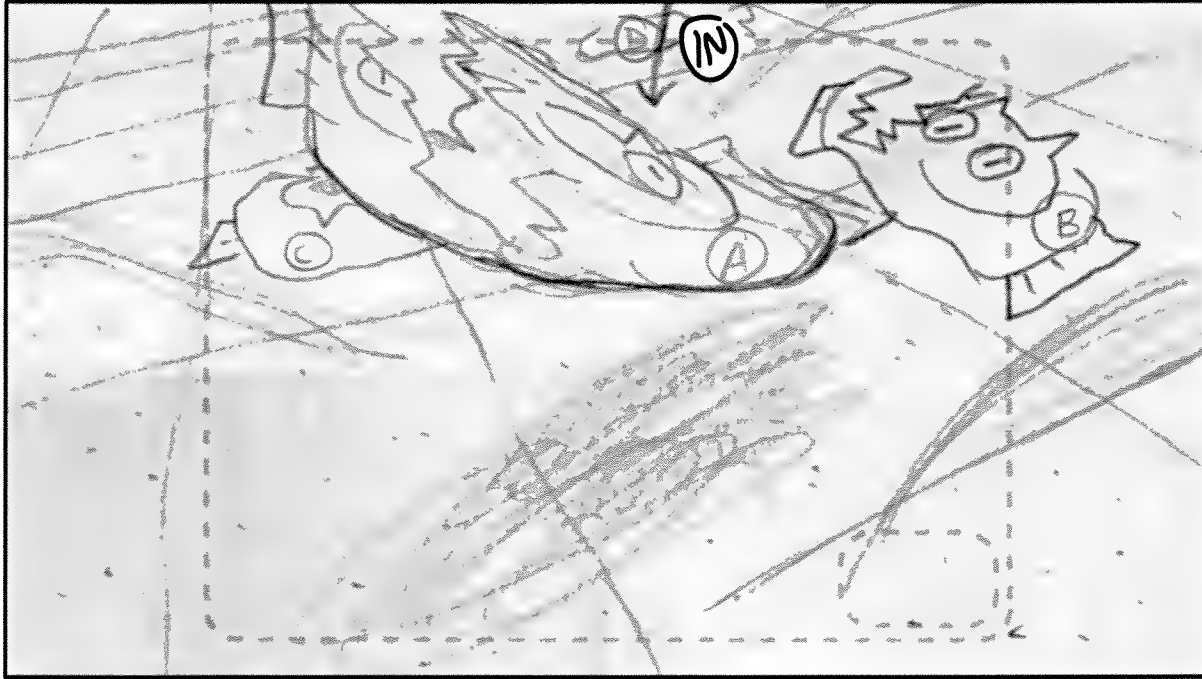
2⁰³

APR 10 2013

1020 003

1020 003

Scene	197	Panel	1
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Action Notes
Wrapper falls to the ground.

012

Scene	197 CONT	Panel	2
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| 02

APR 10 2013

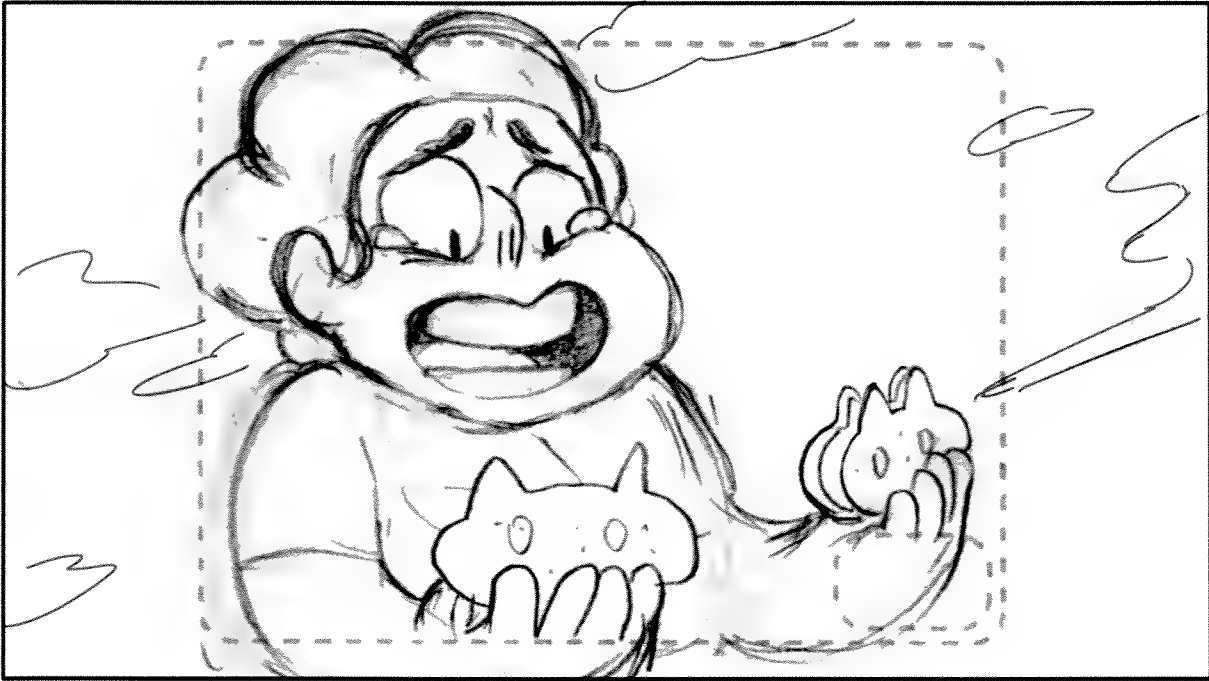
1020 003

1020 003

1020 003

326A NEXT

Scene	198	Panel	1
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Dialogue
Steven: Goodbye my friends...

Scene	198 CONT	Panel	2
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Dialogue
Steven noise: (Eating)

Action Notes
Steven shoves both Cookie Cats into his mouth.

Prs 2 thru 5
200

APR 10 2013

Scene 198 CONT Panel 3



Dialogue
Steven noise: (Eating)

Action Notes
Steven shoves both Cookie Cats into his mouth.

Scene 198 CONT Panel 4



Dialogue
Steven noise: (Eating)

Action Notes
Steven shoves both Cookie Cats into his mouth.

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Scene	198 CONT	Panel	5
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Dialogue
Steven noise: (Eating)

Action Notes
Steven shoves both Cookie Cats into his mouth.

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1020 003

1020 003

1020 003

Scene 198 CONT Panel 6



BG
S/A

Dialogue
Steven noise: (Eating)

006

Scene 198 CONT Panel 7



BG
S/A

006

APR 10 2013

1020 003

1020 003

Scene 198 cont Panel 8



O⁰⁹

Scene 198 cont Panel 9

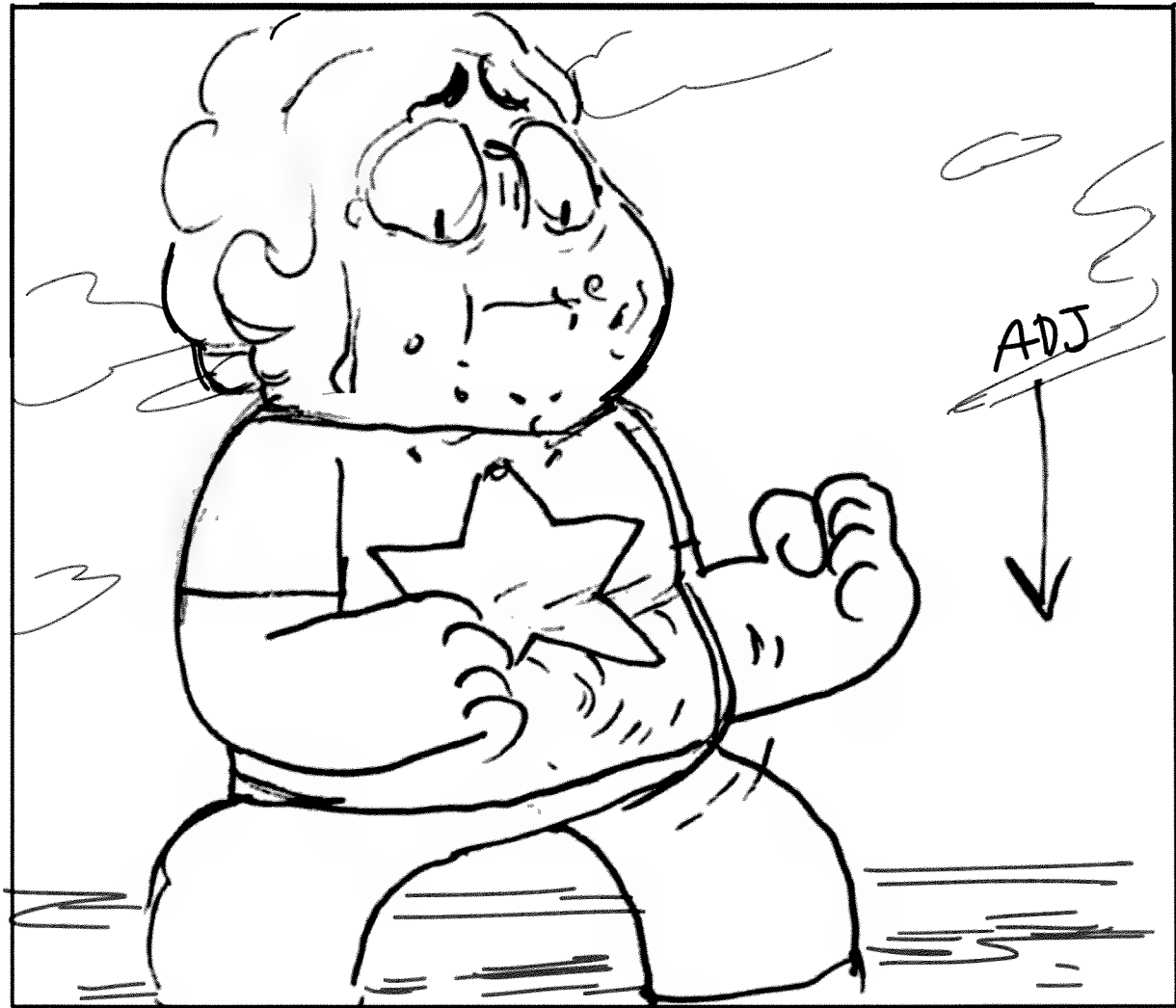


APR 10 2013
O¹²

1020 003

1020 003

Scene	198 CONT	Panel	10
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Dialogue
Steven noise: (Queasy stomach grumble)

Action Notes
Camera Pan down

207

Scene	198 CONT	Panel	11
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Dialogue
Steven (mouth full of food): Why isn't it working??

Action Notes
Camera Pan up

200

APR 10 2013

Scene	198 CONT	Panel	12
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1020 003

1020 003

013

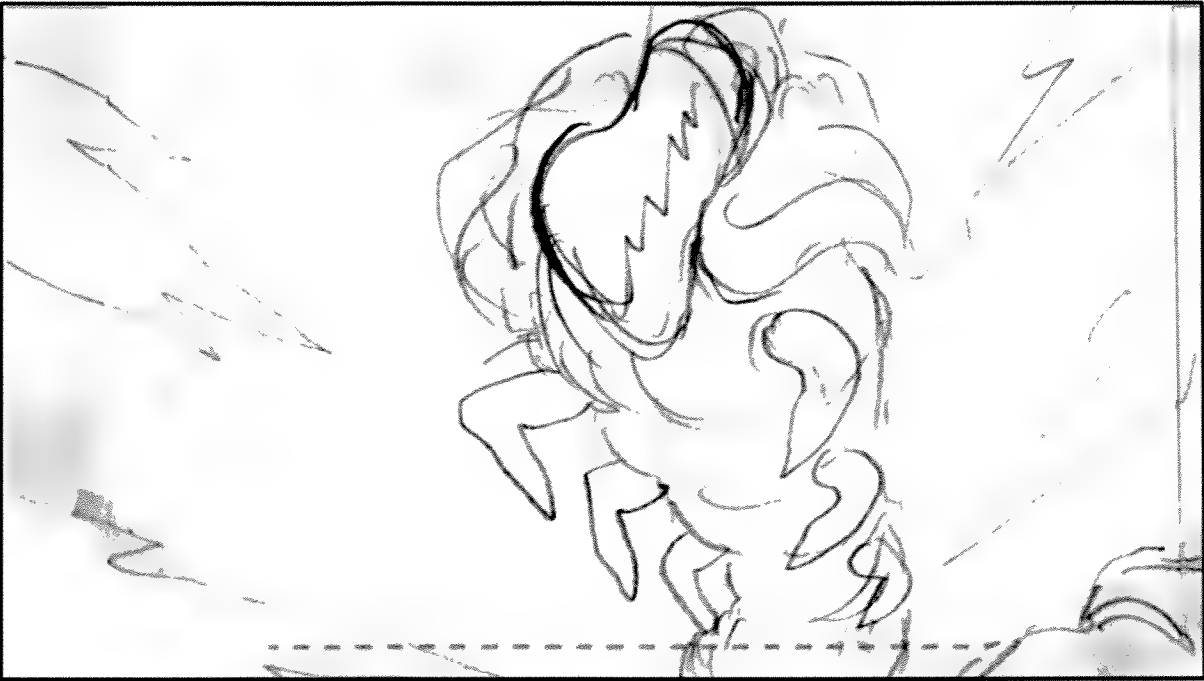
Action Notes
Camera pan up.

APR 10 2011

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1020 003

Scene 199 Panel 1



Dialogue
Monster noise: (Growl)

007

Scene 199 CONT Panel 2

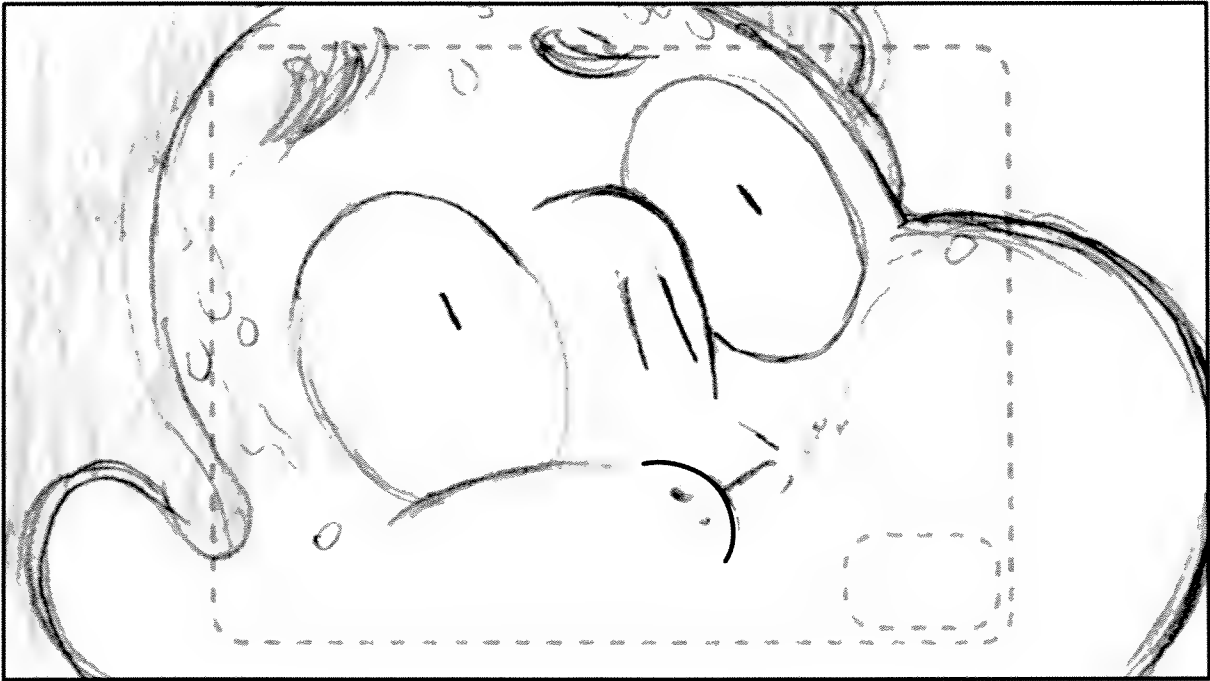


Dialogue
Monster noise: (Growl)

107

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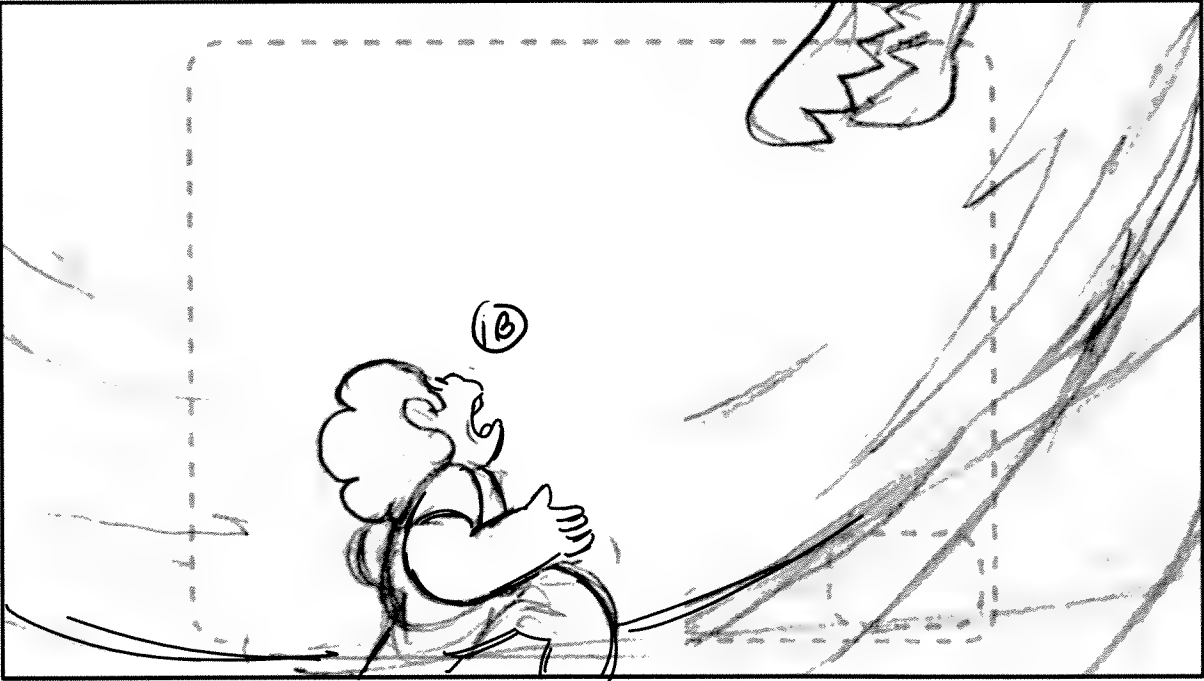
Scene	200
Panel	1



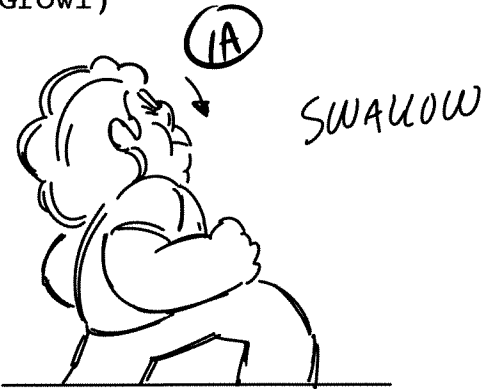
Action Notes
Steven blinks

101

Scene	201
Panel	1



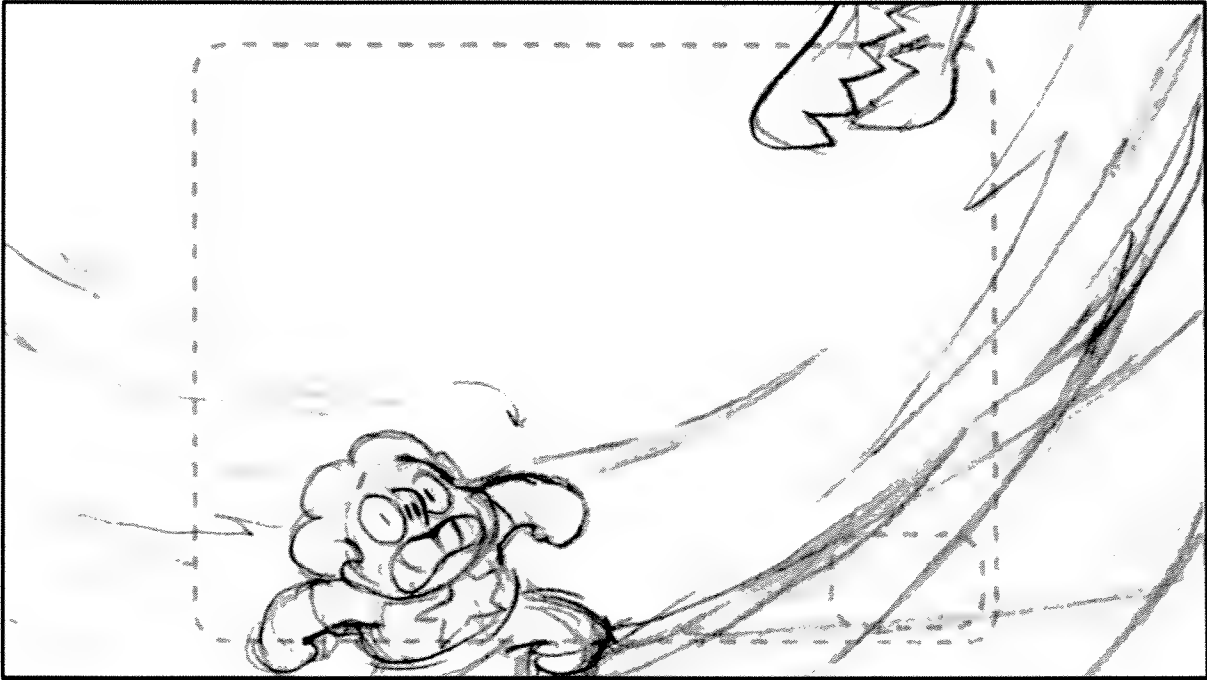
Dialogue
Monster noise: (Growl)



APR 10 2013

006

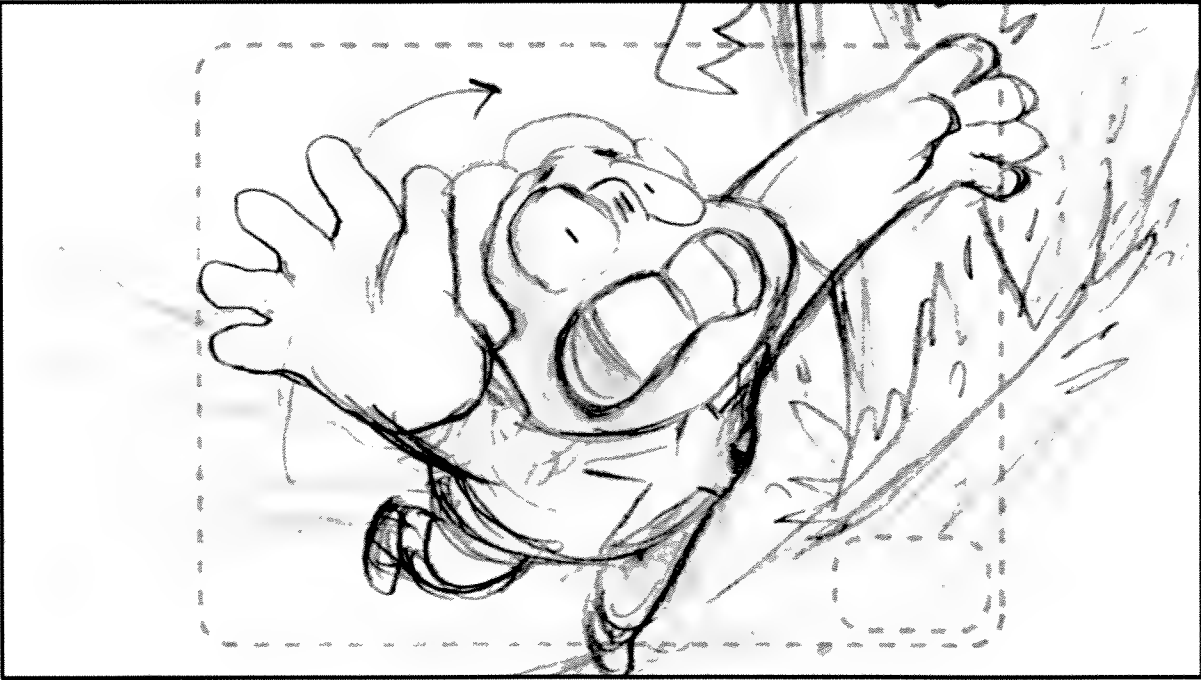
Scene	20! CONT	Panel	2
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Dialogue
Monster noise: (Growl)

006

Scene	20! CONT	Panel	3
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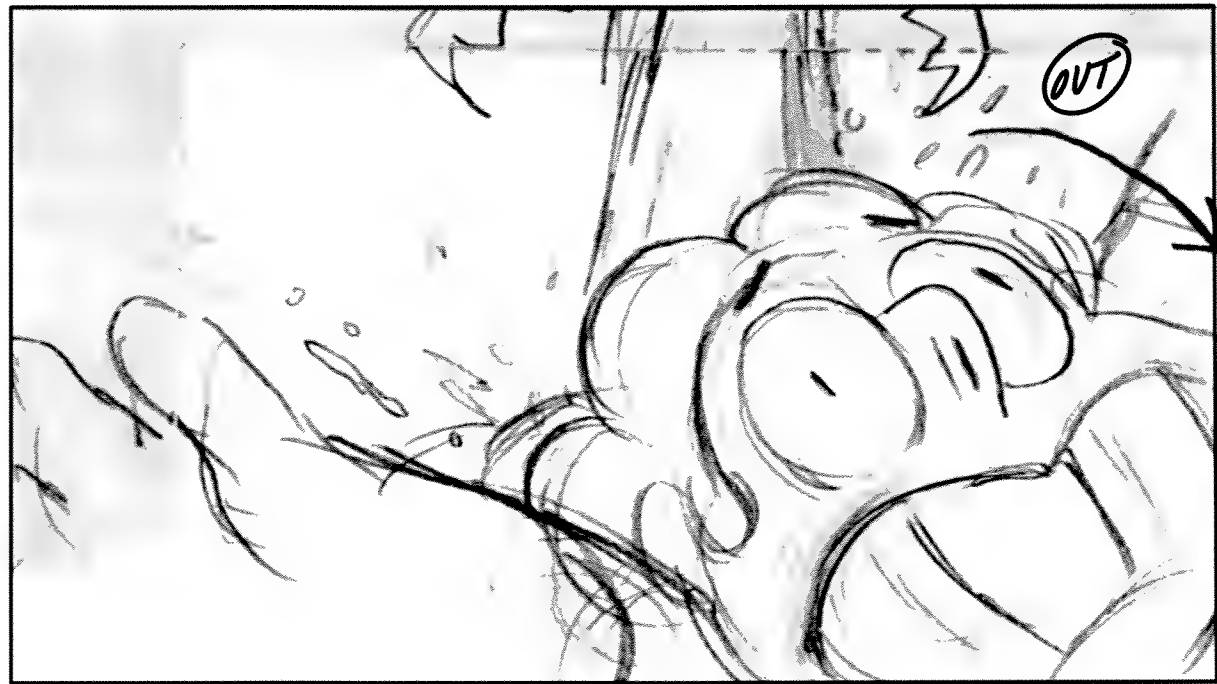
Dialogue
Monster noise: (Scream)

Action Notes
Steven leaps towards camera.
Monster sprays acid.

APR 10 2013

005

Scene	20/ CONT	Panel	4
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Dialogue

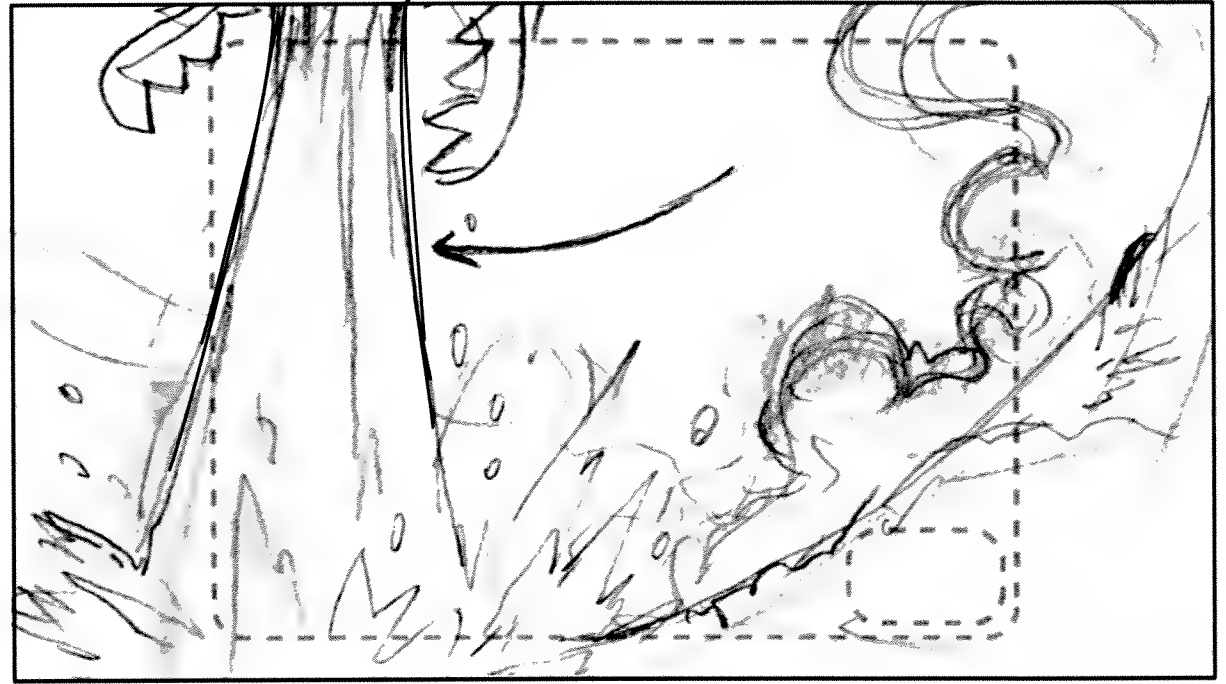
Monster noise: (scream)

Action Notes

Steven leaves frame.

004

Scene	20/ CONT	Panel	5
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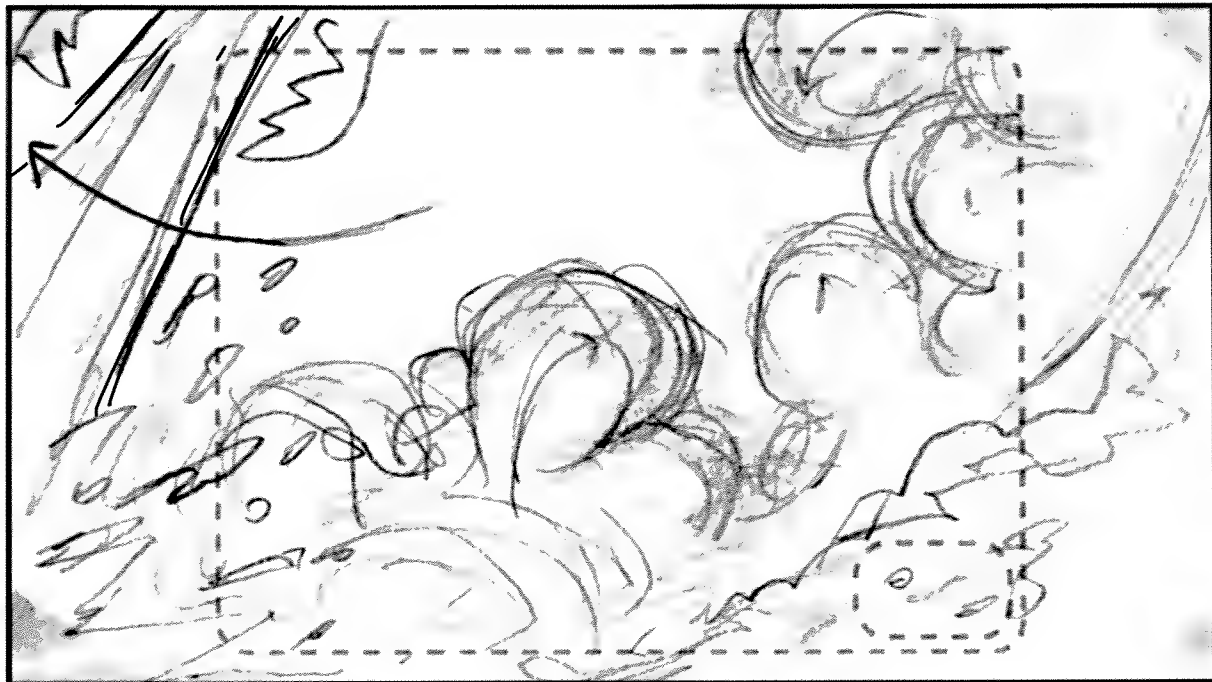
Dialogue

Monster noise: (scream)

APR 10 2013

006

Scene	201/CONT	Panel	6
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Dialogue

Monster noise: (Scream)

Action Notes

Steam rises from acid.

010

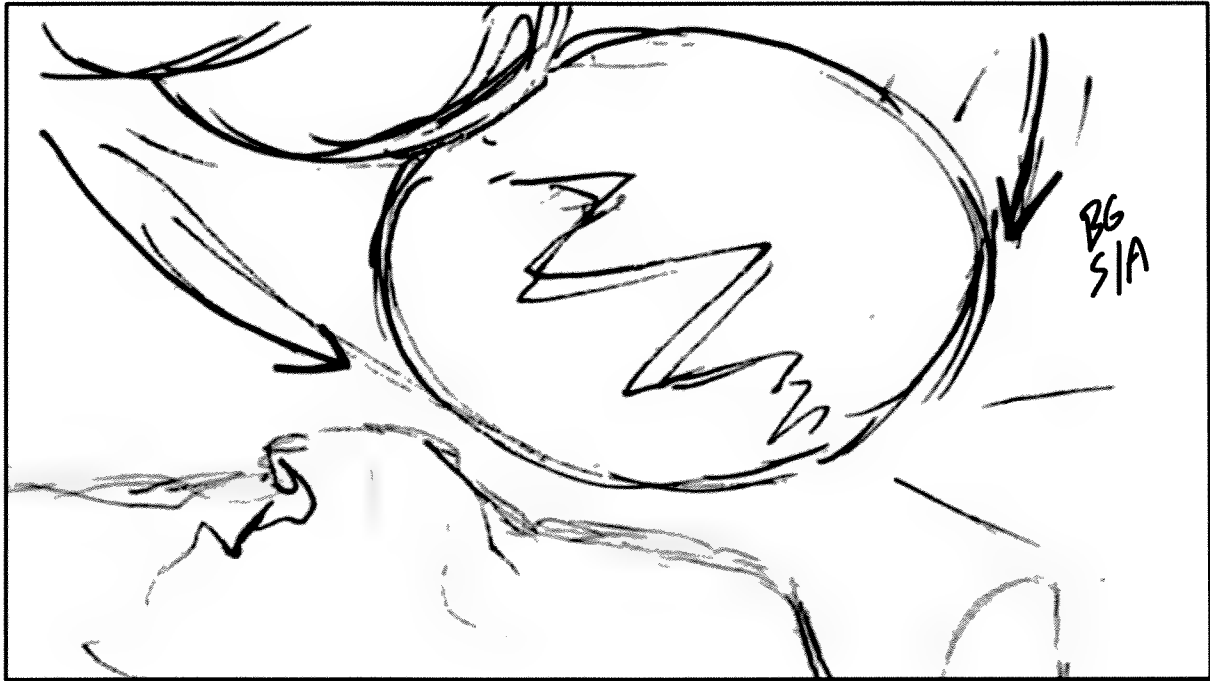
Scene	202	Panel	1
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004

APR 10 2013

Scene 202 CONT Panel 2



Scene 202 CONT Panel 3



Dialogue
Garnet: Steven!

Action Notes
Monster tail leaves frame.
Garnet pops up from behind rock.
DNL3 3THRU
106

APR 10 2010

011-

Scene	202 CONT	Panel	4
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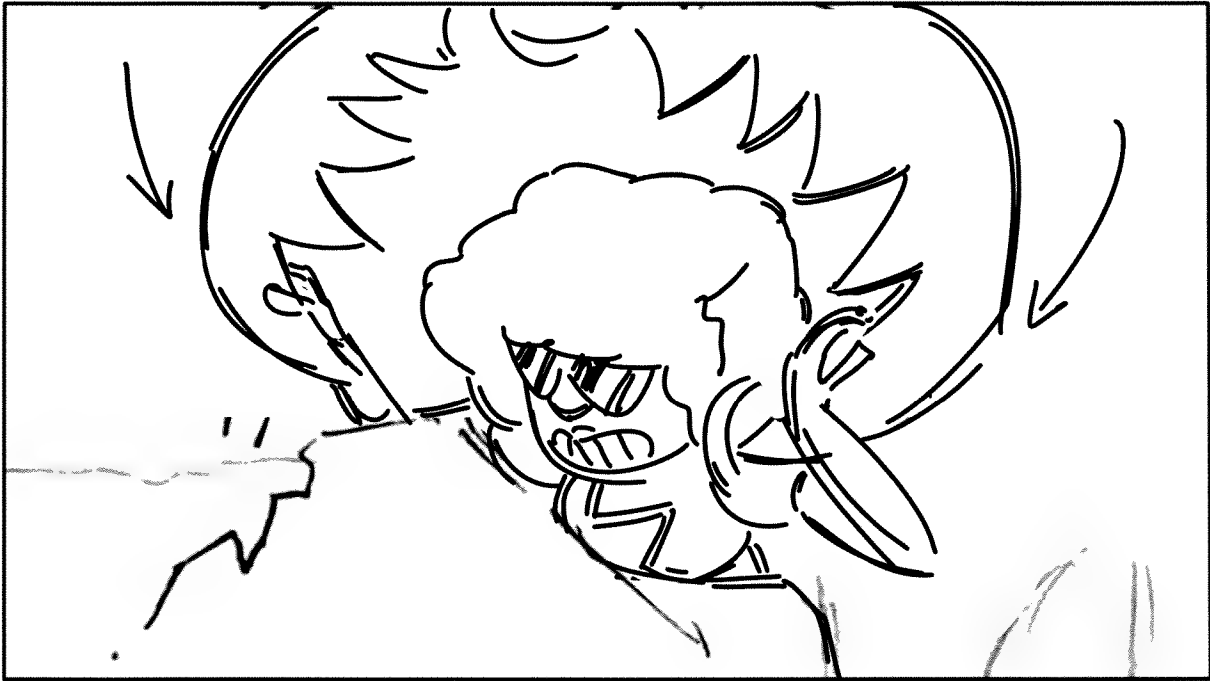


Dialogue
Garnet: Steven!

Action Notes
Monster tail leaves frame.
Garnet pops up from behind rock.

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Scene	202 CONT	Panel	5
-------	----------	-------	---



Action Notes
Garnet catches tail, struggles to hold it.

208

Scene	202 CONT	Panel	6
-------	----------	-------	---

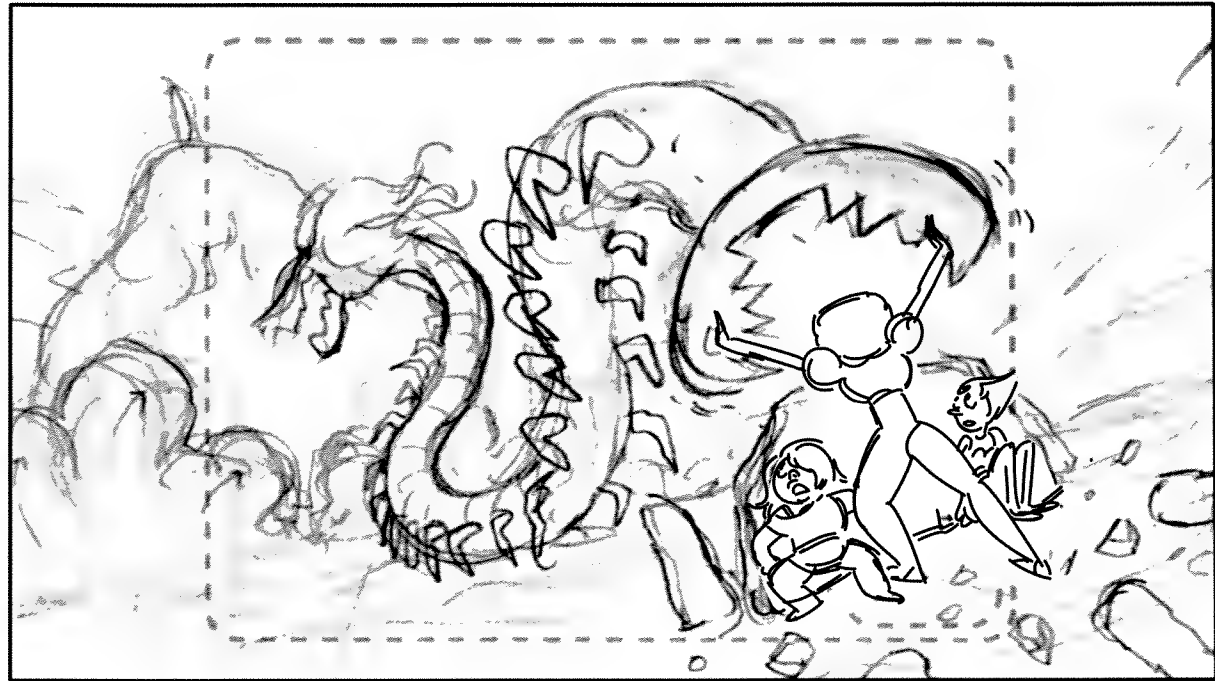


Action Notes
Garnet pushes out , arms shaking as she holds the tail back.

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106

Scene	203	Panel	1
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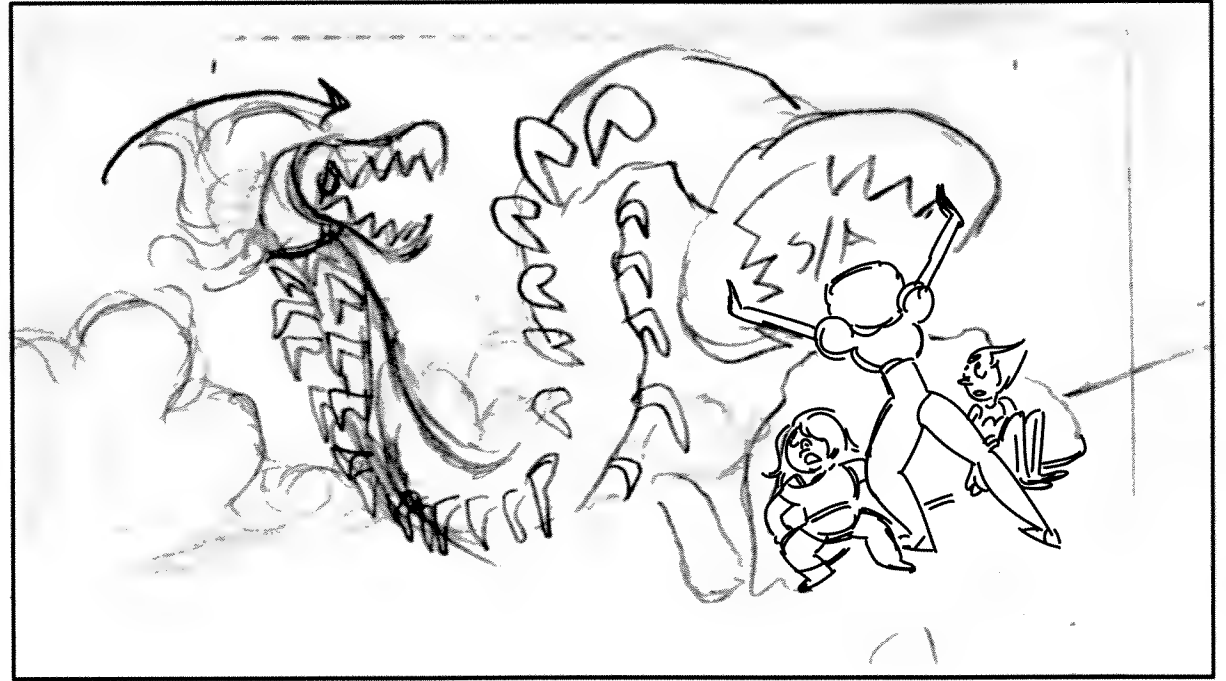


Action Notes

Steam from acid rises in the background, obscuring Steven.

Off

Scene	203 CONT	Panel	2
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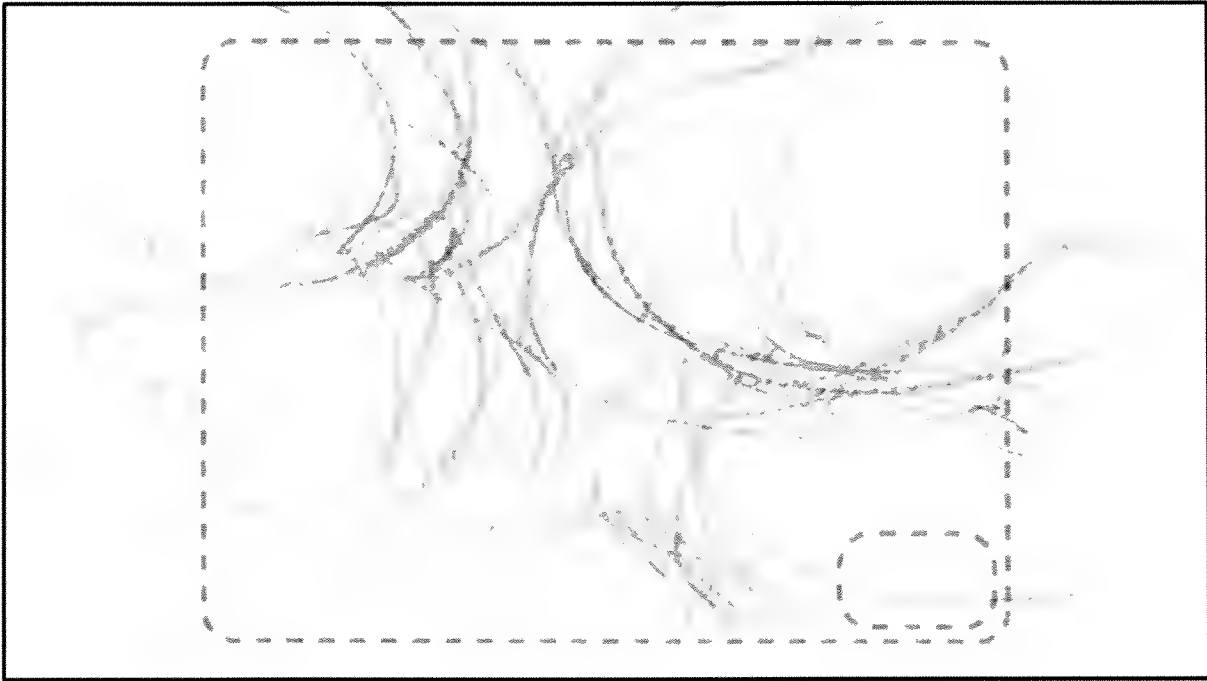
Action Notes

Monster turns towards Garnet, Amethyst and Pearl.

104

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Scene 204 CONT Panel 1



Action Notes
Acid steam fills the frame.

013

Scene 204 CONT Panel 2



Action Notes
Steam begins to clear, revealing Steven.

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102

Scene *204 CONT* Panel *3*



O12

Scene *204 CONT* Panel *4*



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O12

1020 003

1020 003

Scene *204 CONT* Panel *5*



Dialogue
Steven: *GASP!*

101

Scene *205* Panel *1*



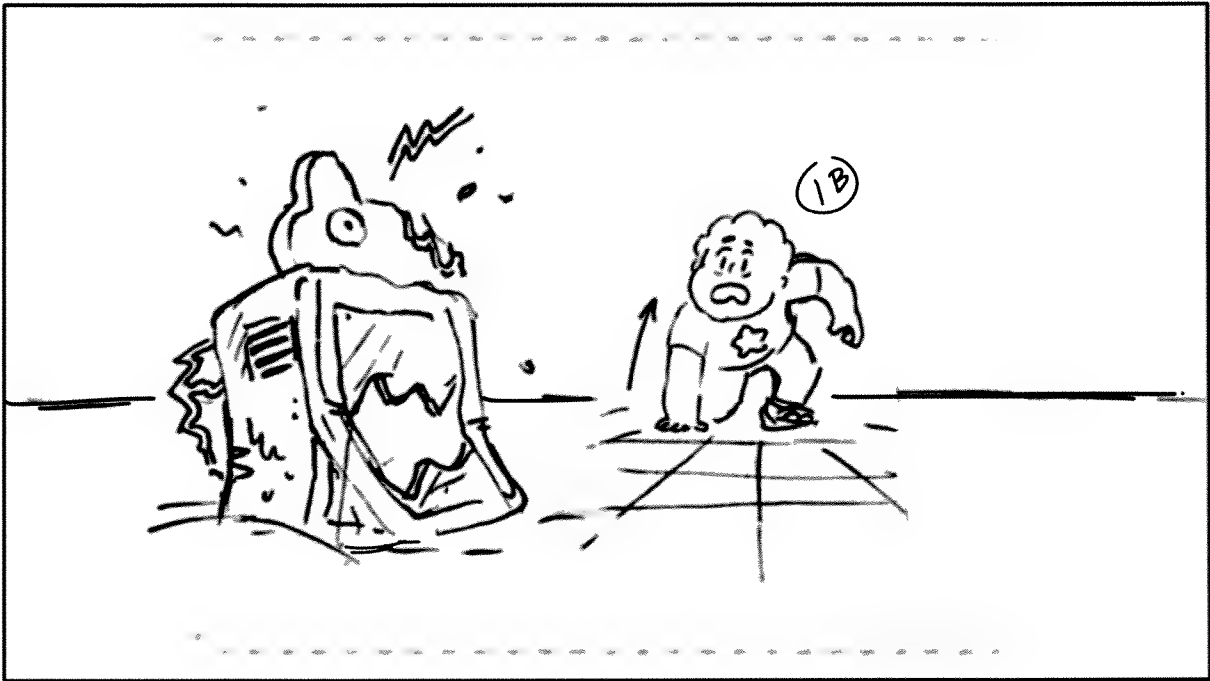
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203


1020 003

1020 003

Scene 206 Panel 1

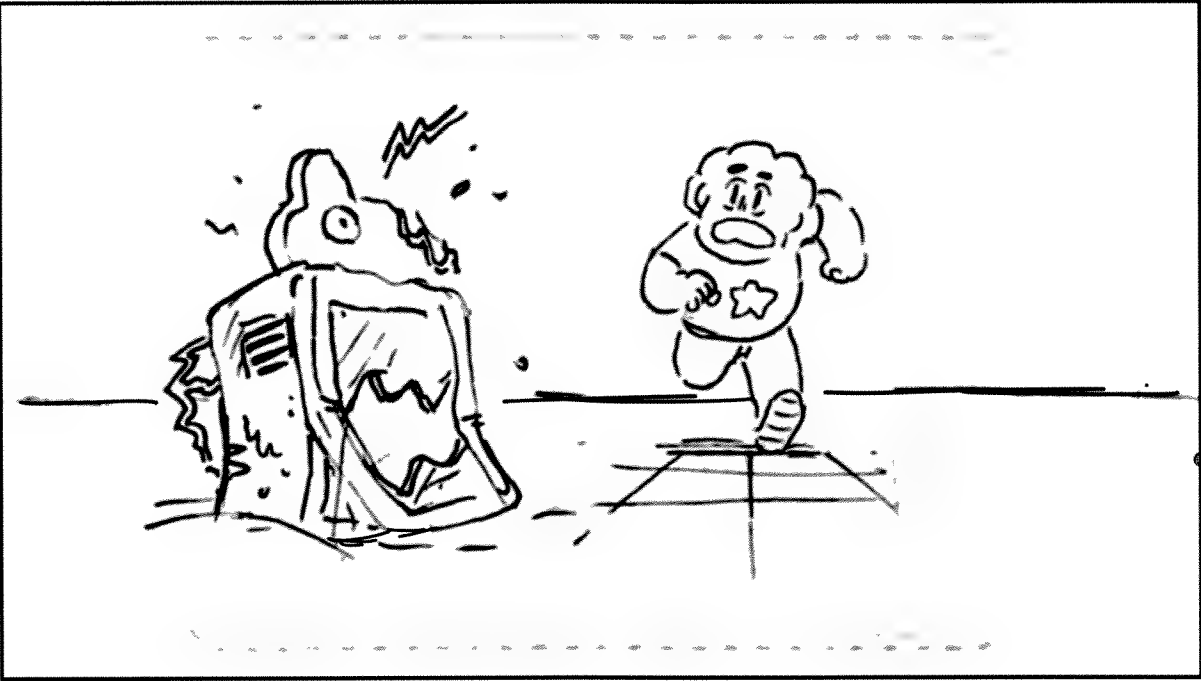


Dialogue
Steven: No no no no no no no GASP



108

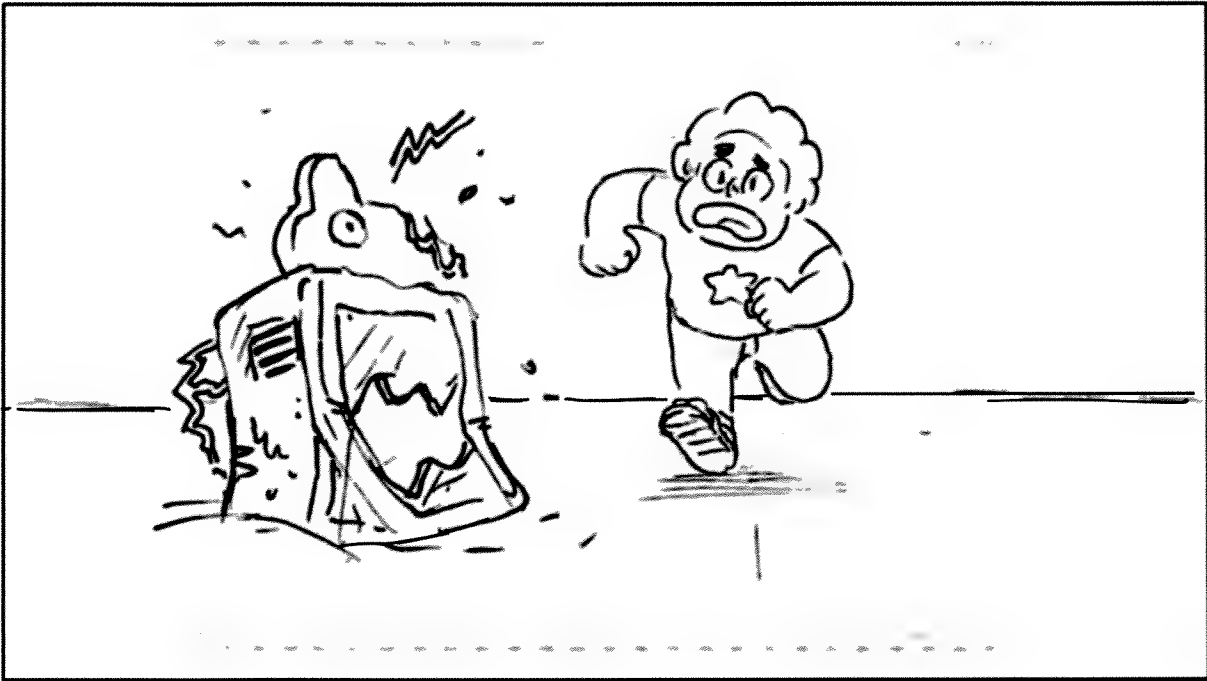
Scene 206 cont Panel 2



010

APR 10 2013

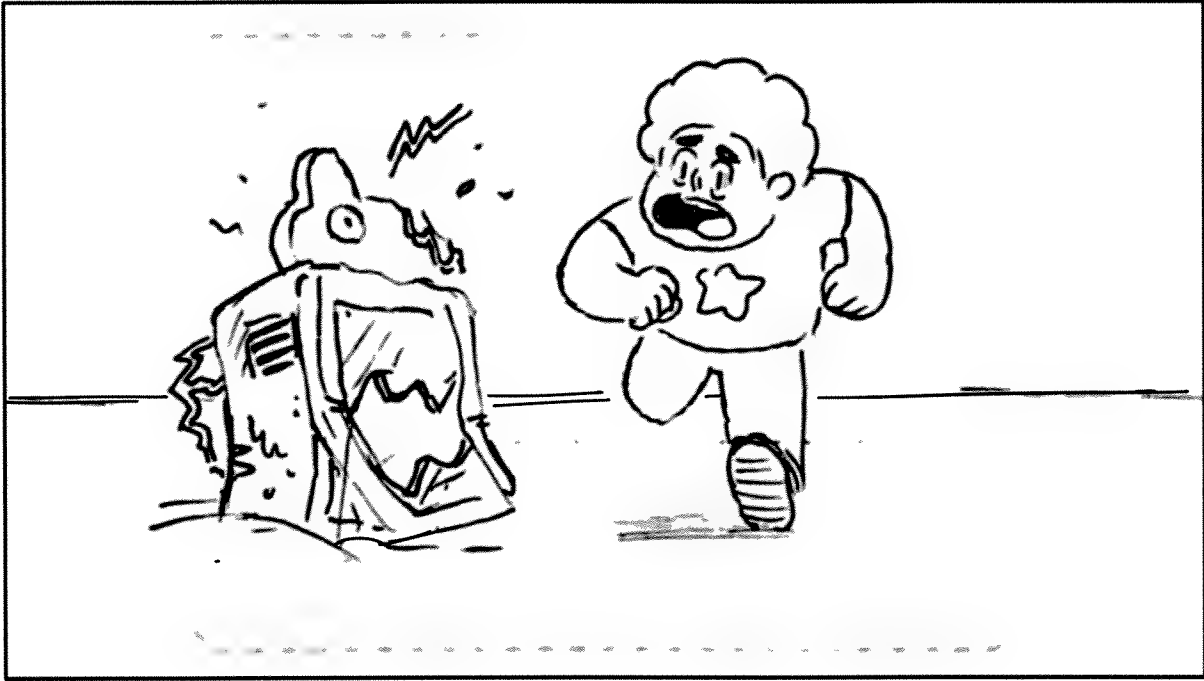
Scene *206 CONT* Panel *3*



Dialogue
Steven: No no no no no no GASP

008

Scene *206 CONT* Panel *4*



008

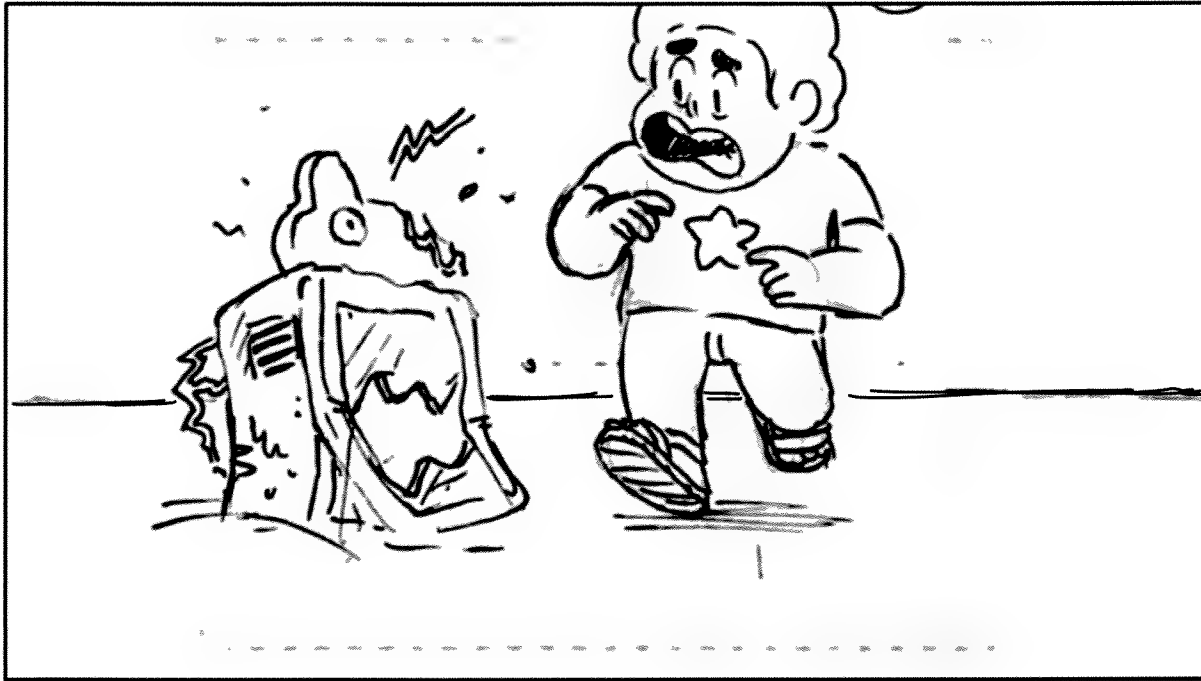
APR 10 2013

Scene

206 cont

Panel

5



Dialogue

Steven: No no no no no no no GASP

010

1020 003

APR 10 2013

1020 003

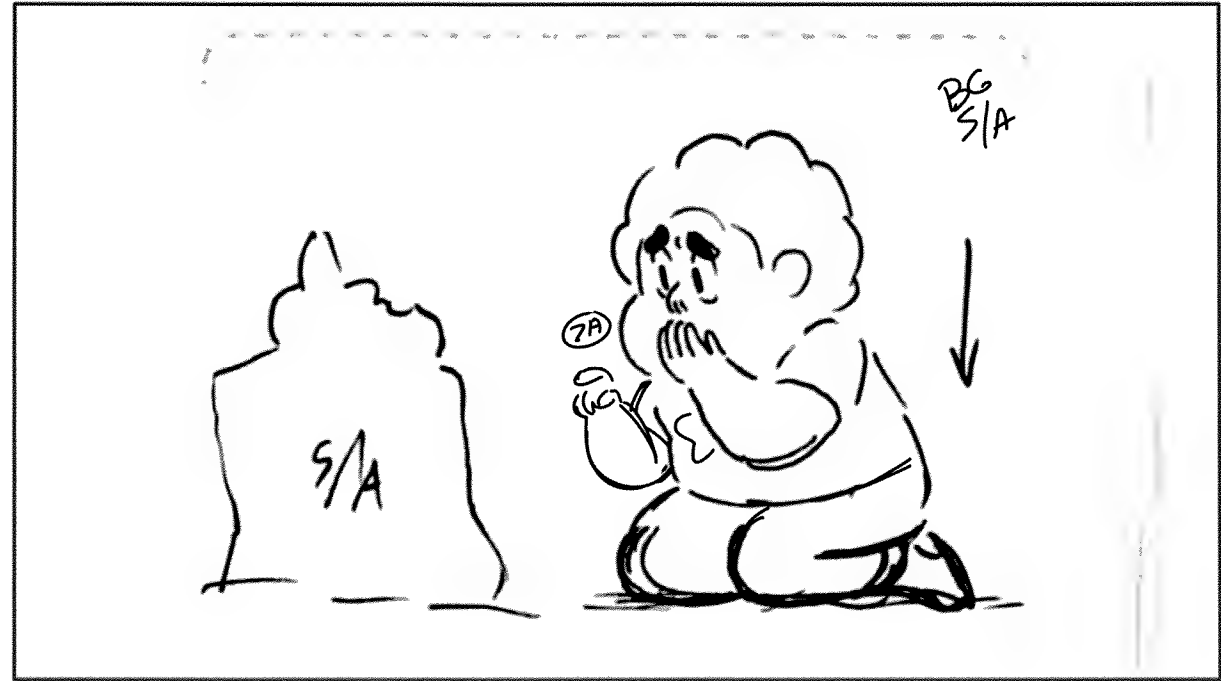
Scene	206 cont	Panel	6
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Action Notes
Camera quick pan up.

ADJ HOLD
005 1/12

Scene 206 CONT Panel 7



Dialogue
Steven noise: (Whimpers)

11

Scene 206 CONT Panel 8

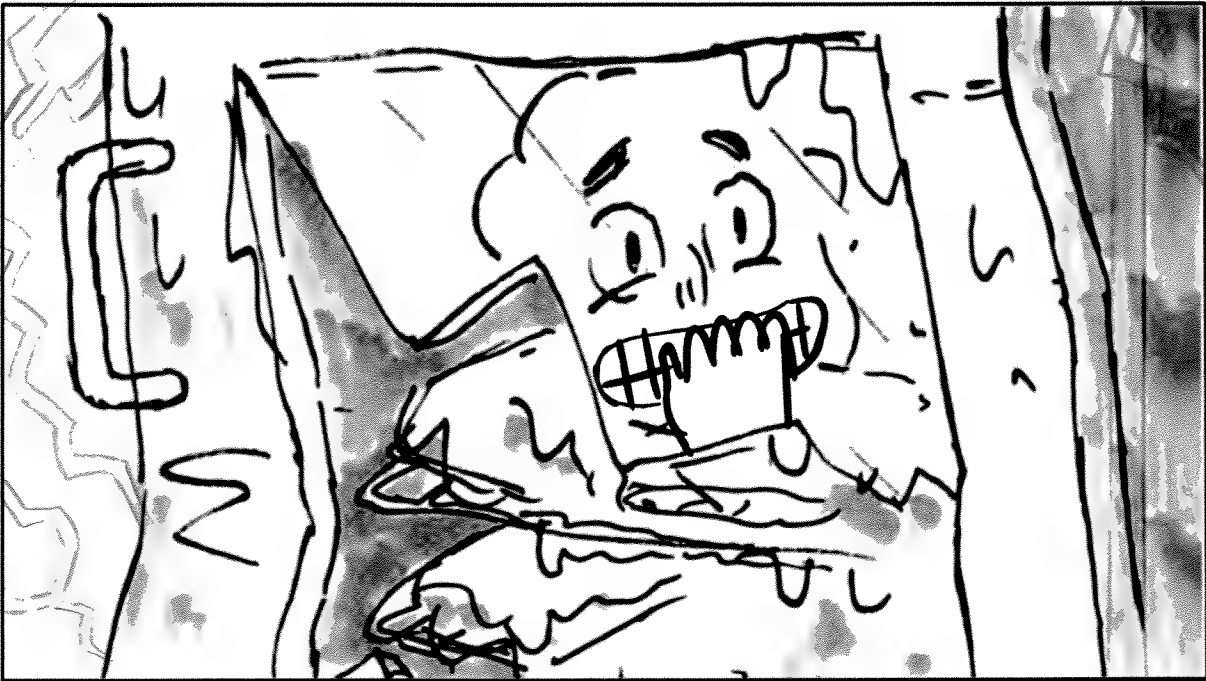


Dialogue
Steven noise: (Gasp breath in)

APR 10 2013

12

Scene	207	Panel	1
-------	-----	-------	---



Dialogue
Steven: Cookie Cat...
*CONTINUE ELECTRICITY ARCING.
Pris 1 Thru 2
201

Scene	207 CONT	Panel	2
-------	----------	-------	---



Dialogue
Steven: Cookie Cat...
APR 10 2013

Scene 207 CONT Panel 3



Dialogue
Steven: ... He's a pet for your tummy...

205

Scene 208 Panel 1



Dialogue
Steven (Voice Over): ...Cookie Cat...

APR 10 2013

Action Notes
Acid continues to eat away at the rock.

014

Scene	208 CONT	Panel	2
-------	----------	-------	---



Dialogue

Steven (Voice Over): ...Cookie Cat...

Action Notes

A piece of the thumb breaks off.

102

Scene	209	Panel	1
-------	-----	-------	---



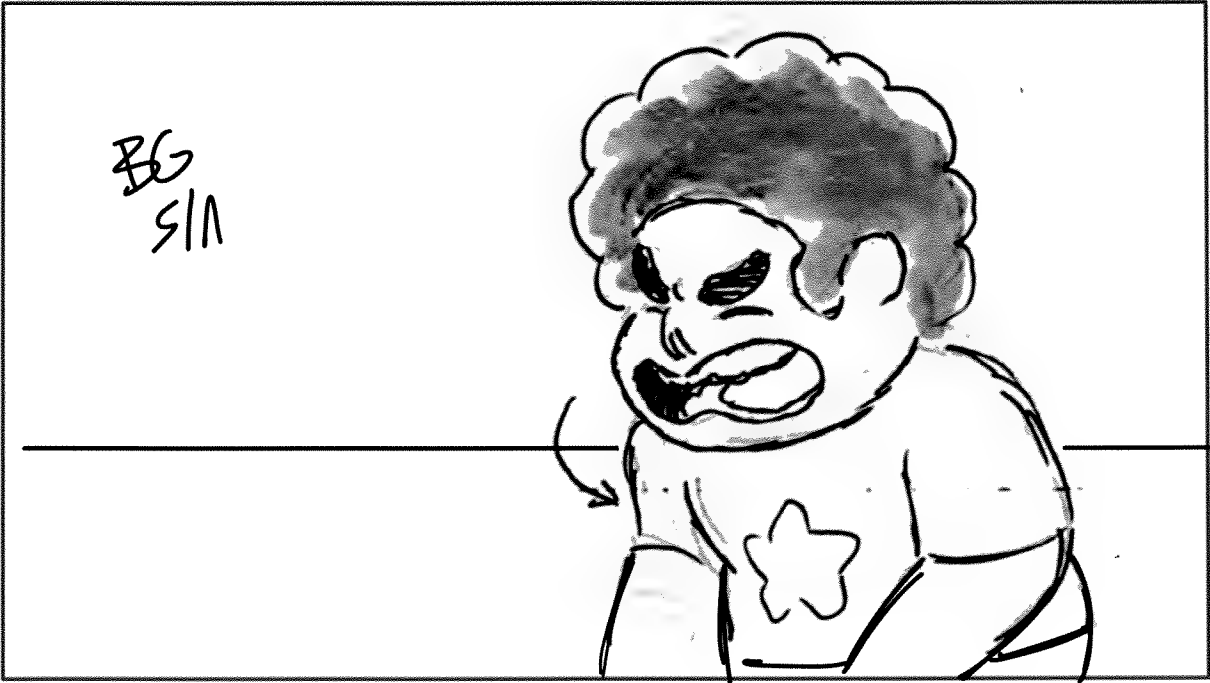
Dialogue

Steven: ... He's super

APR 10 2013

11

Scene	209 CONT	Panel	2
-------	----------	-------	---



Dialogue

Steven: ...duper...

014

APR 10 2013

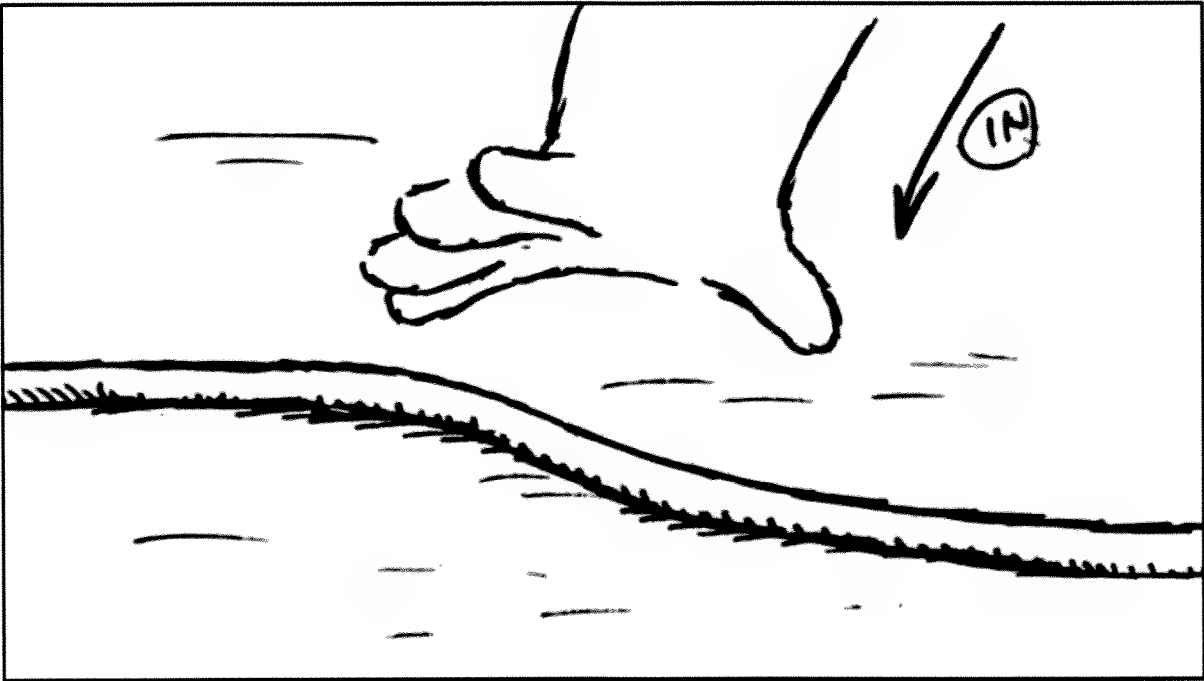
Scene	209cont	Panel	3
-------	---------	-------	---



Dialogue	ACTION NOTES
Steven: ... yummy!!	camera quick pan screen left to right, following Steven.

ADD
004
HOLD
102

Scene	210	Panel	1
-------	-----	-------	---

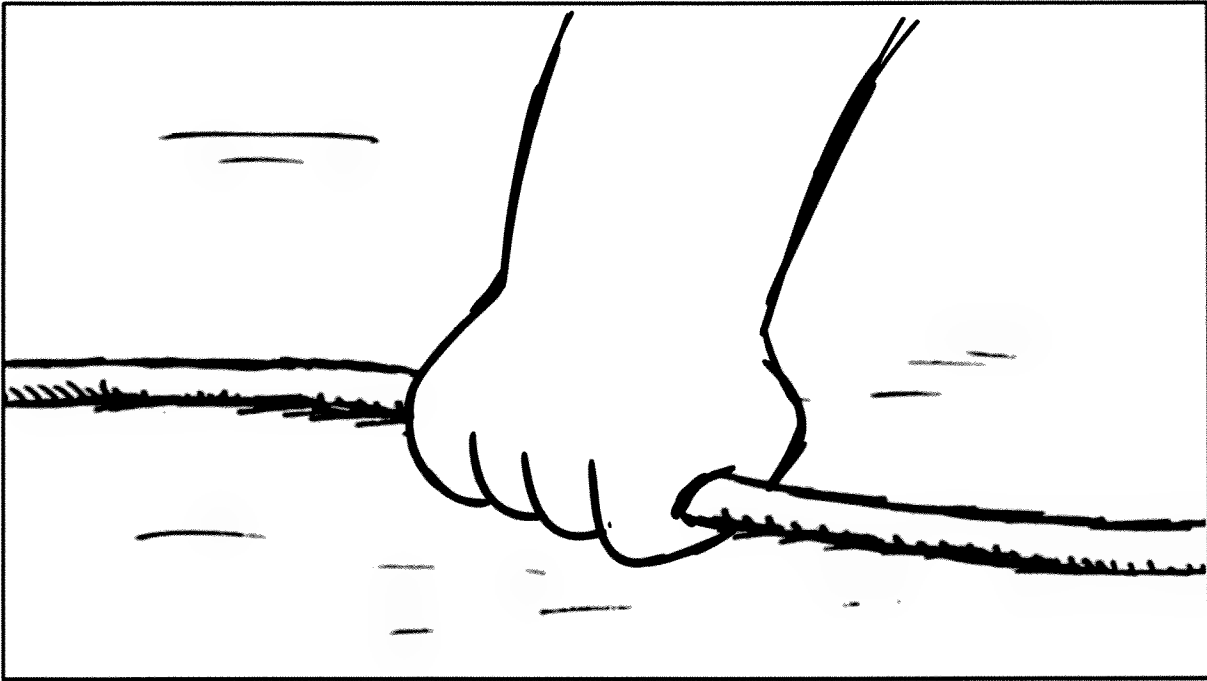


Dialogue
Steven: Cookie...

APR 10 2013

009

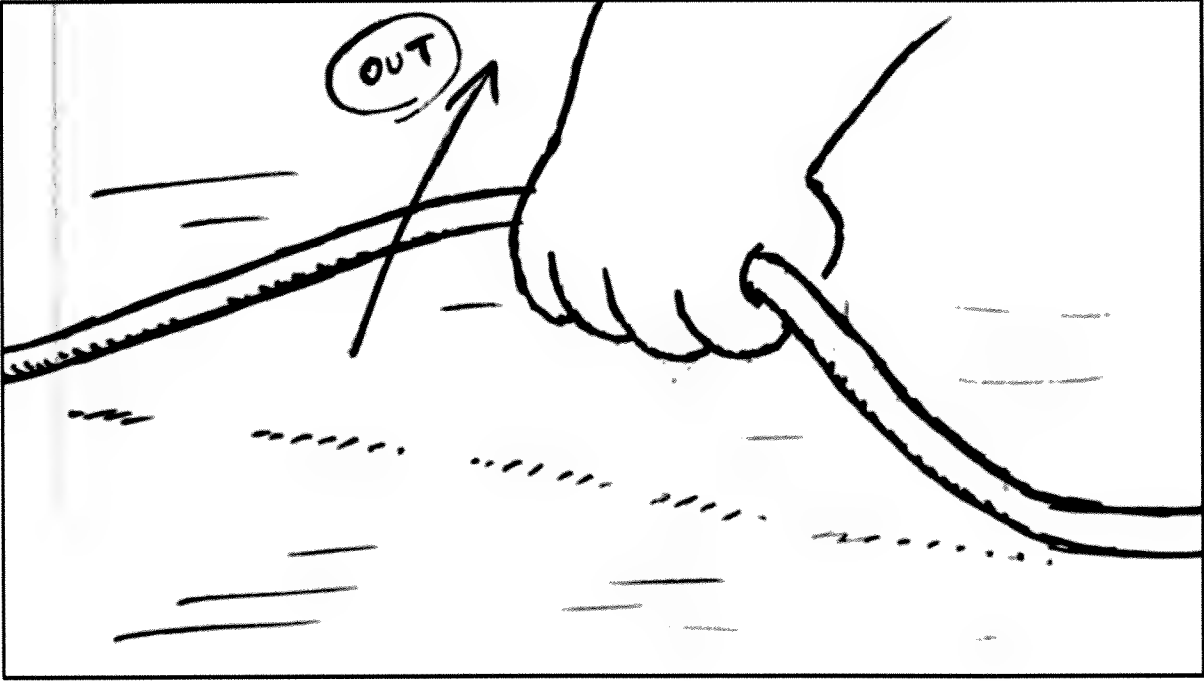
Scene 210 CONT Panel 2



Dialogue
Steven: Cookie...

Pnls 2 thw 3
105

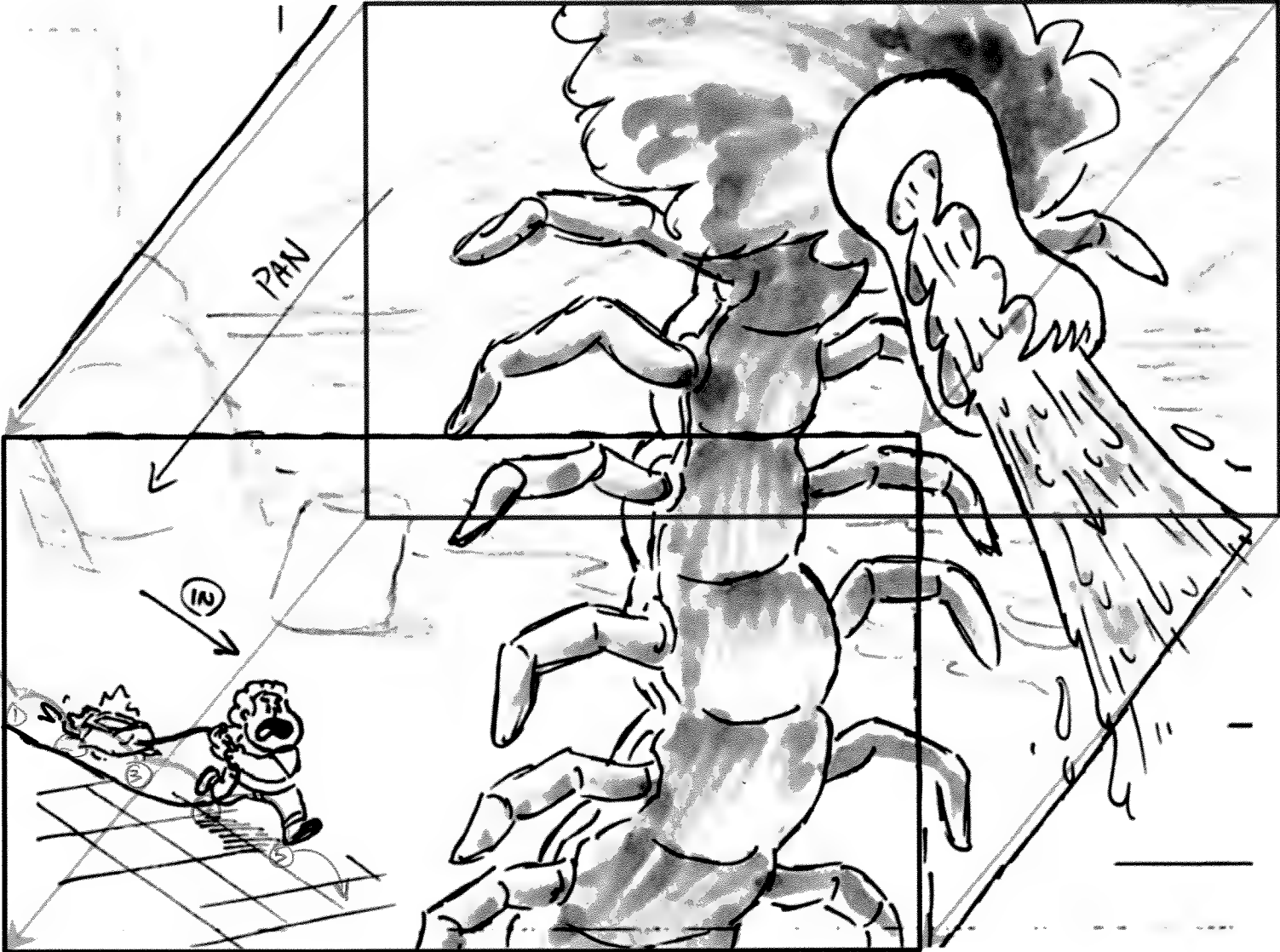
Scene 210 CONT Panel 3



Dialogue
Steven: ...Cat!

APR 10 2015

Scene	211	Panel	1
-------	-----	-------	---



ADJ HOLD
0¹² 2⁰⁶

APR 10 2013

Dialogue Steven: He left his...	Action Notes Camera pan down to Steven.
------------------------------------	--

Scene	212	Panel	1
-------	-----	-------	---



Dialogue
Steven: ...family
APR 10 2013

Action Notes
Background pan screen right to left.
O''

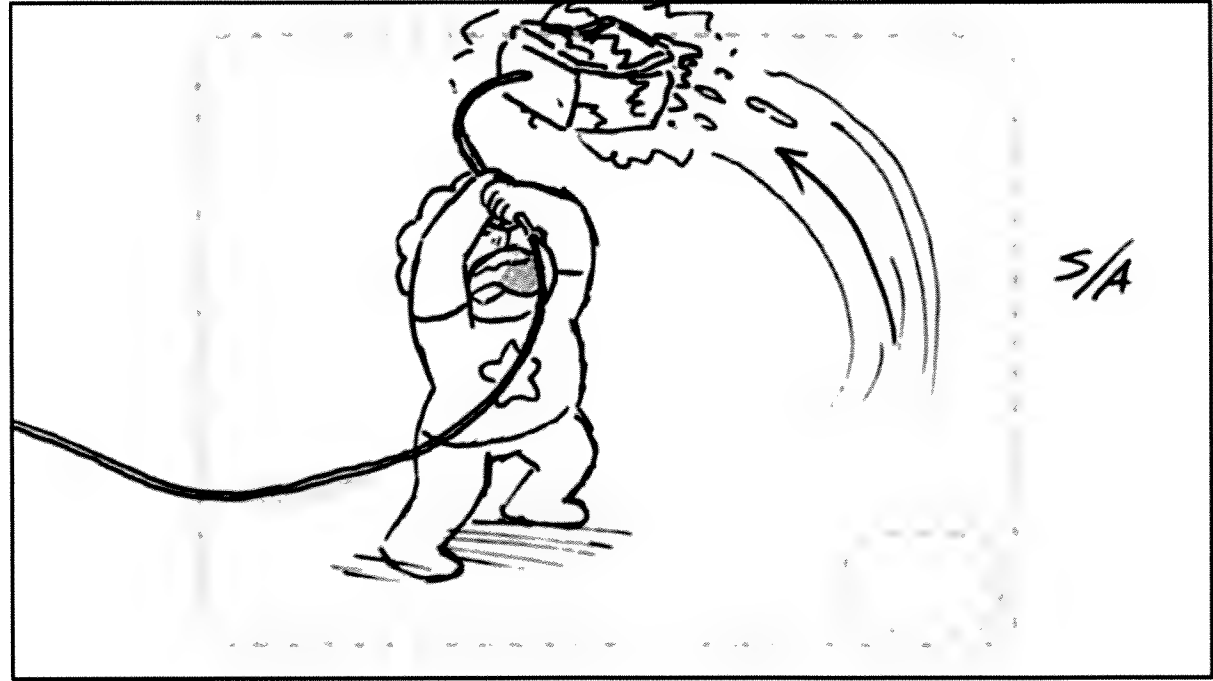
Scene *2/2 CONT* Panel *2*



Dialogue
Steven: ...behind!

006

Scene *2/2 CONT* Panel *3*

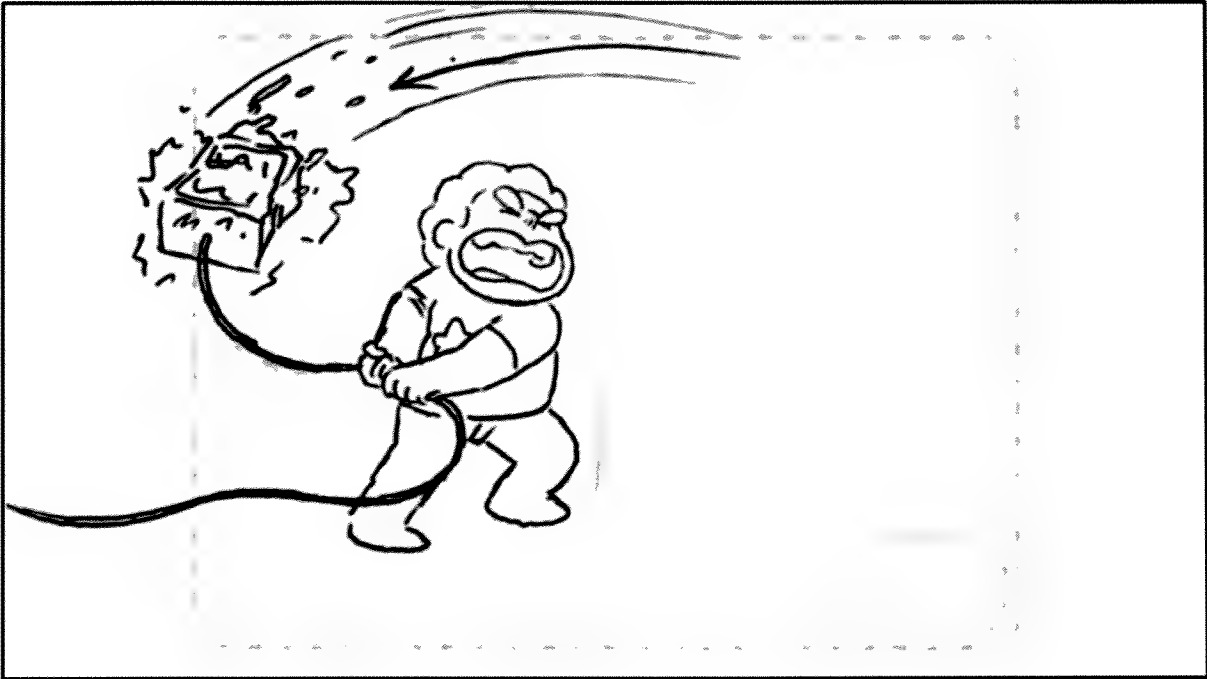


Dialogue
Steven: Cookie

APR 10 2013

007

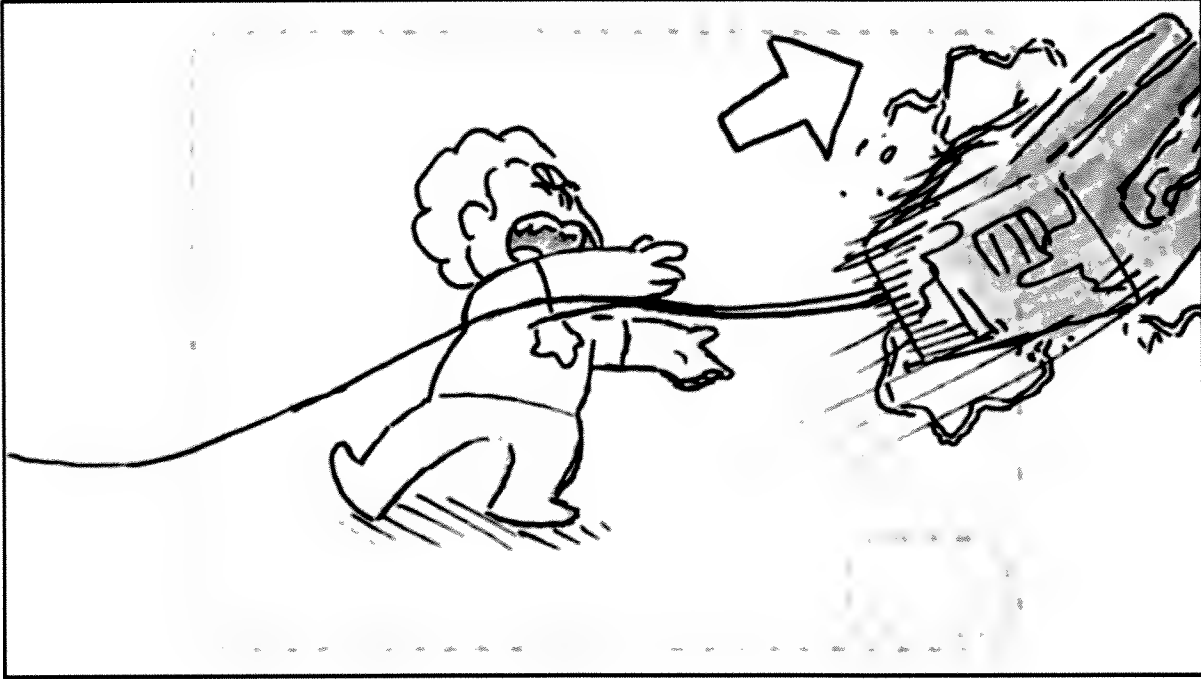
Scene 2/2 CONT Panel 4



Dialogue
Steven: CAAA...

007

Scene 2/2 CONT Panel 5



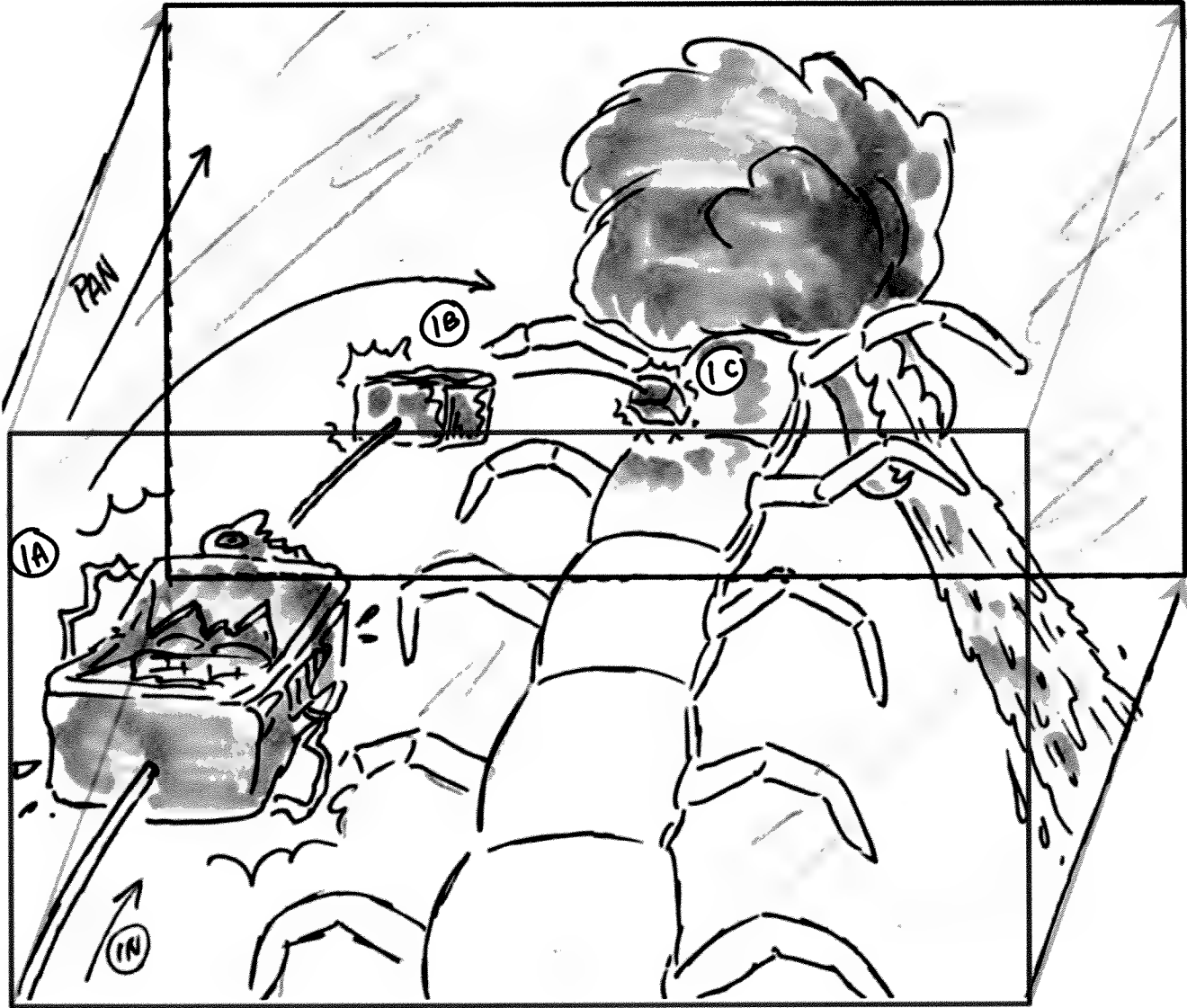
Dialogue
Steven: ... AAAA...

008

APR 10 2013

1020 003

Scene	2/3	Panel	1
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HOLD ADJ
004 106

APR 10 2013

Dialogue Steven: ... AAAA.....	Action Notes Camera pan screen bottom left to top right. Camera follows Kitty Fridge.
-----------------------------------	---

Scene	214	Panel	1
-------	-----	-------	---



Dialogue
Steven: ... AAAAT!!!
APR 10 2013
004

Scene 214 CONT Panel 2



O⁰⁹

Scene 214 CONT Panel 3



Dialogue
Monster noise: (Screaming in pain)

ACTION NOTES
TRUCK OUT
2¹¹

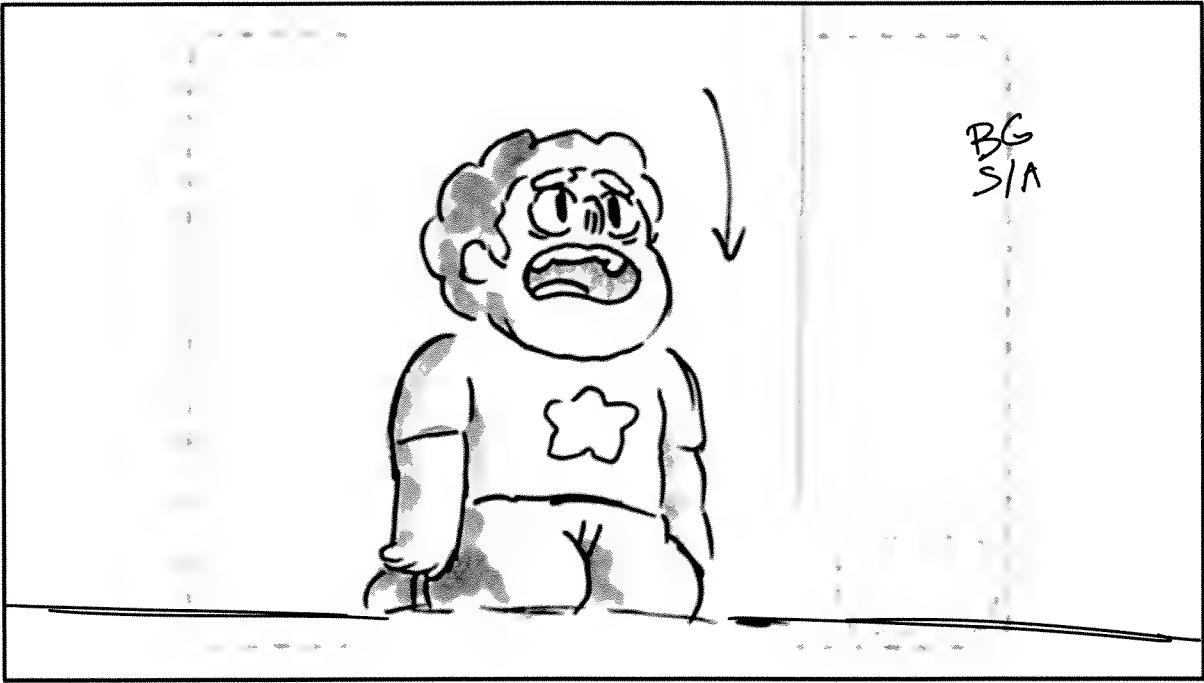
Scene 215 Panel 1



Dialogue
Steven: Now available...

206

Scene 215 CONT Panel 2

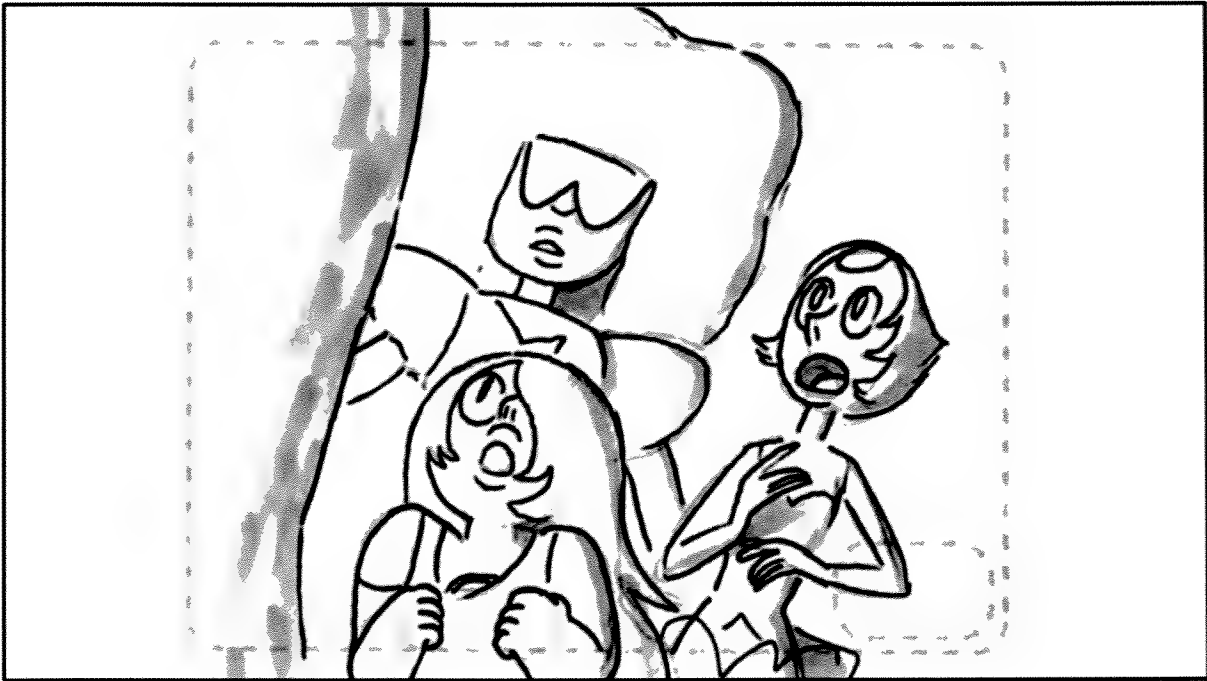


Dialogue
Steven:no where.

208

APR 10 2013

Scene 216 Panel 1



Action Notes
- Beat -

006

Scene 216 CONT Panel 2



Dialogue
Amethyst: YES!

08

APR 10 2013

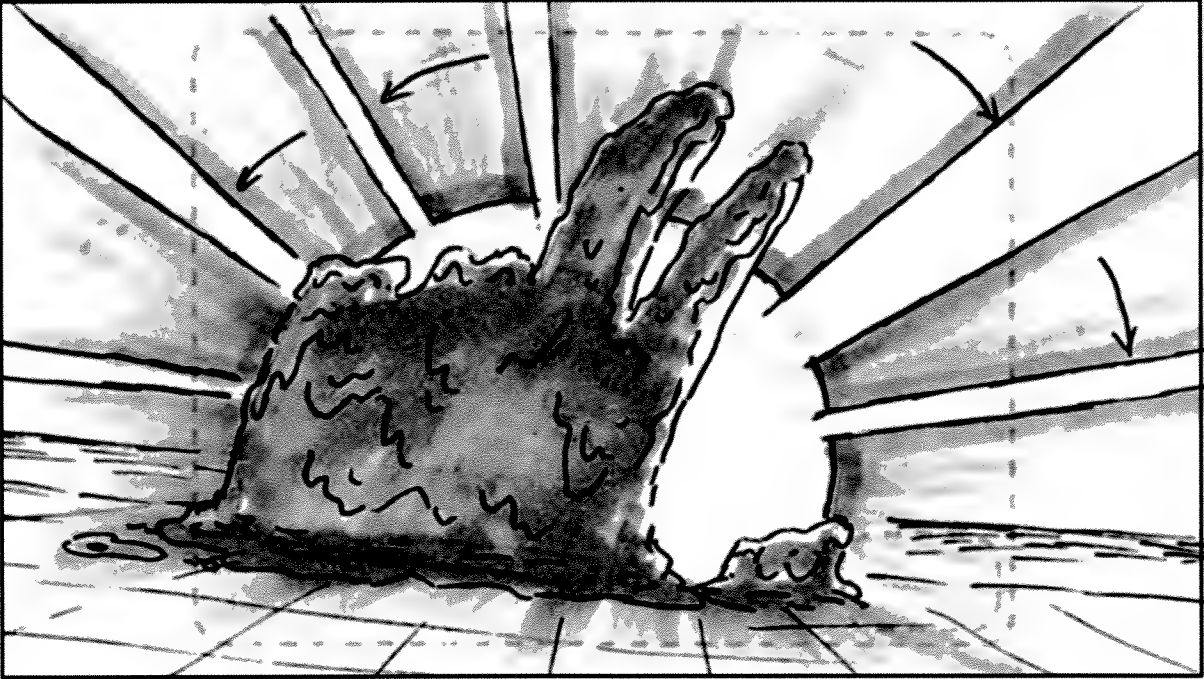
Scene 216 cont Panel 3



Dialogue
Garnet: Gems, weapons!

211

Scene 217 Panel 1



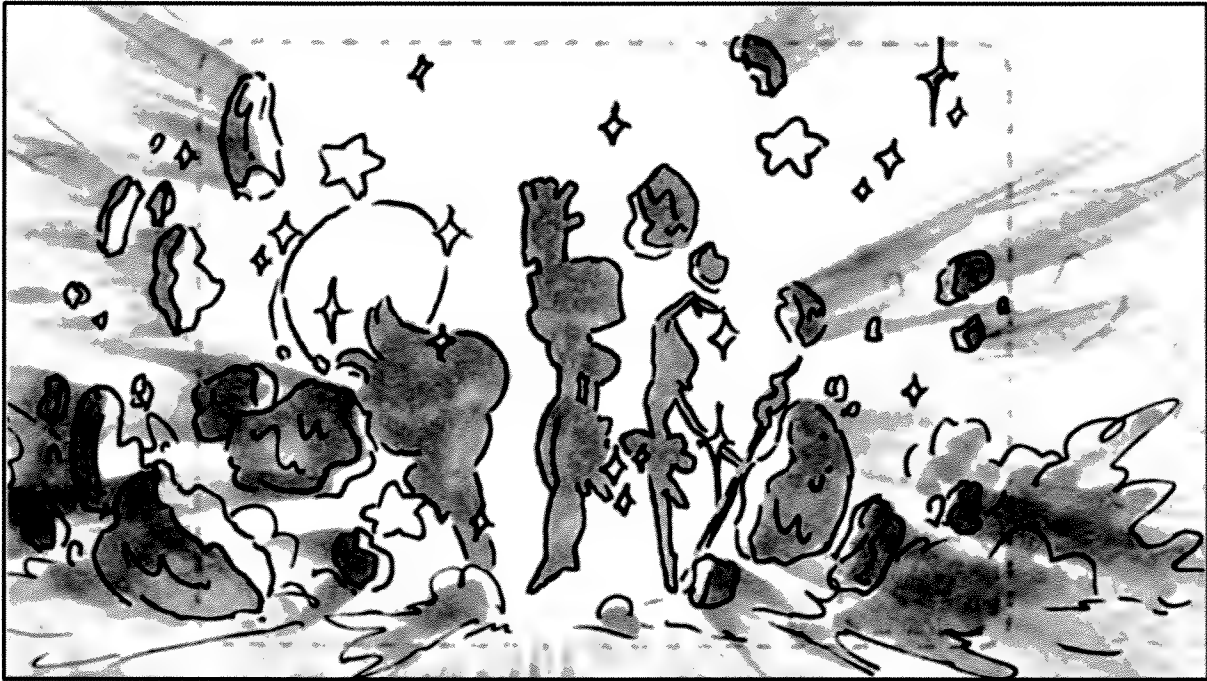
013

APR 10 2013

1020 003

1020 003

Scene 217 cont Panel 2



010

Scene 217 cont Panel 3



APR 10 2013

104

Scene	218	Panel	1
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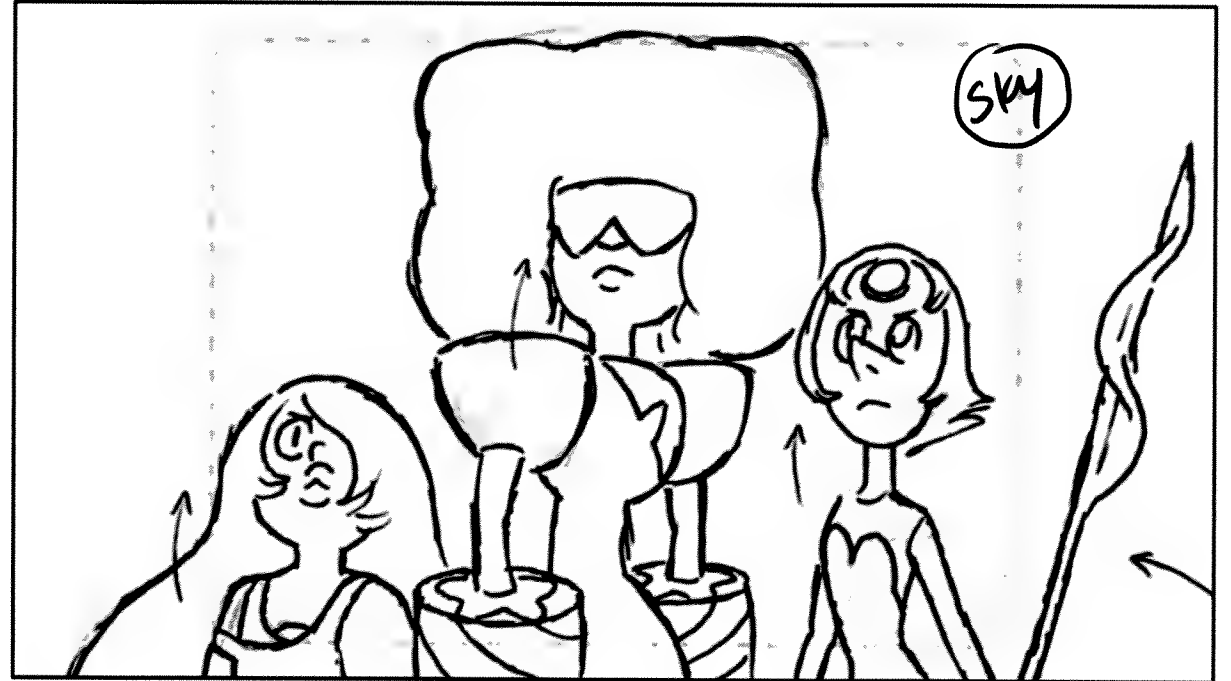


Action Notes

Bright light shines behind them.
Wind whips their hair.

100

Scene	218 CONT	Panel	2
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Action Notes

Light fades out.
Wind stops.

107

APR 10 2013

1020 003

1020 003

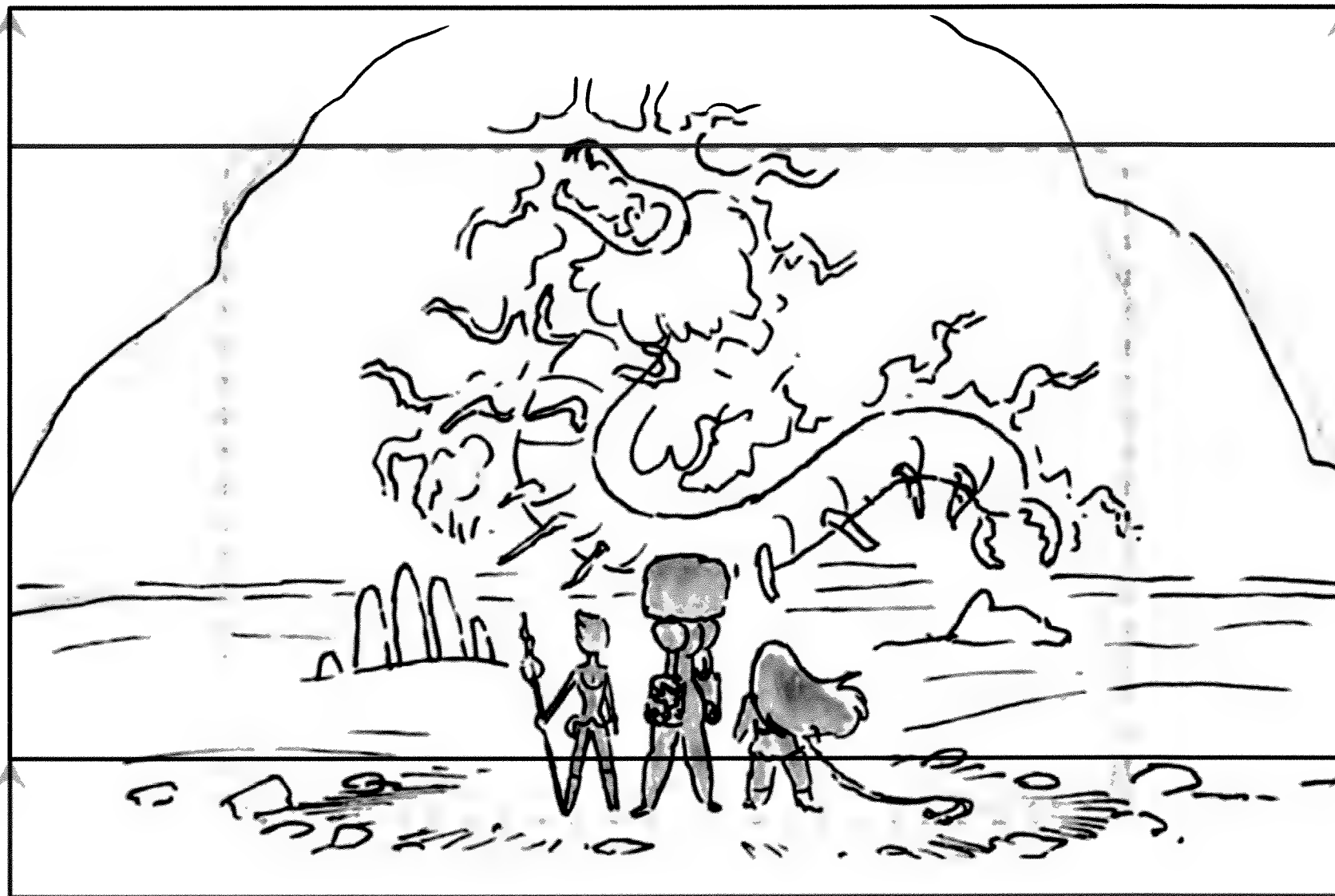
1020 003

Scene

219

Panel

1

ADJ HOLD
109 015

APR 10 2013

Action Notes

Centipeetle mother shrieks and flails about.

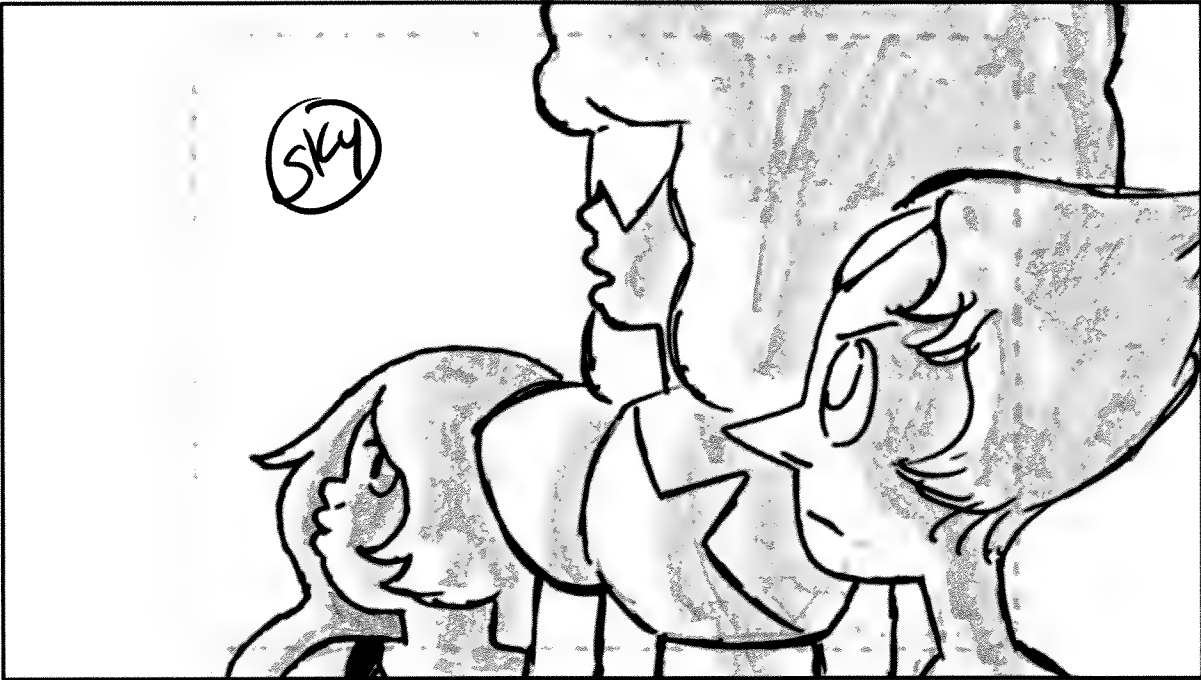
1020 003

1020 003

1020 003

Camera slow pan up.

Scene	220	Panel	1
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Dialogue
Garnet: Let's do this.
200
APR 10 2013

Scene	220 CONT	Panel	2
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Action Notes
Amethyst and Pearl nod.

014

Scene	220 CONT	Panel	3
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Dialogue
All noise: (Huu Running)

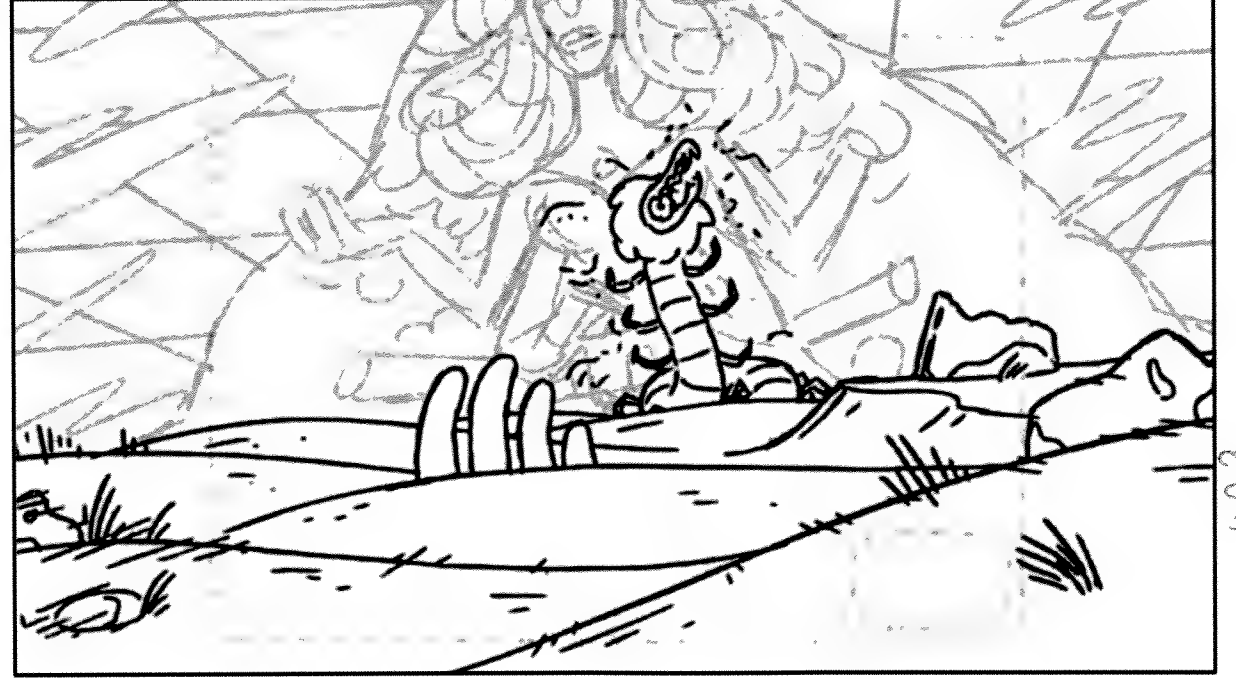
Action Notes
Pearl, Amethyst, Garnet run off screen left. APR 10 2013

100

Scene	221	Panel	1
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Scene	221 CONT	Panel	2
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004

004

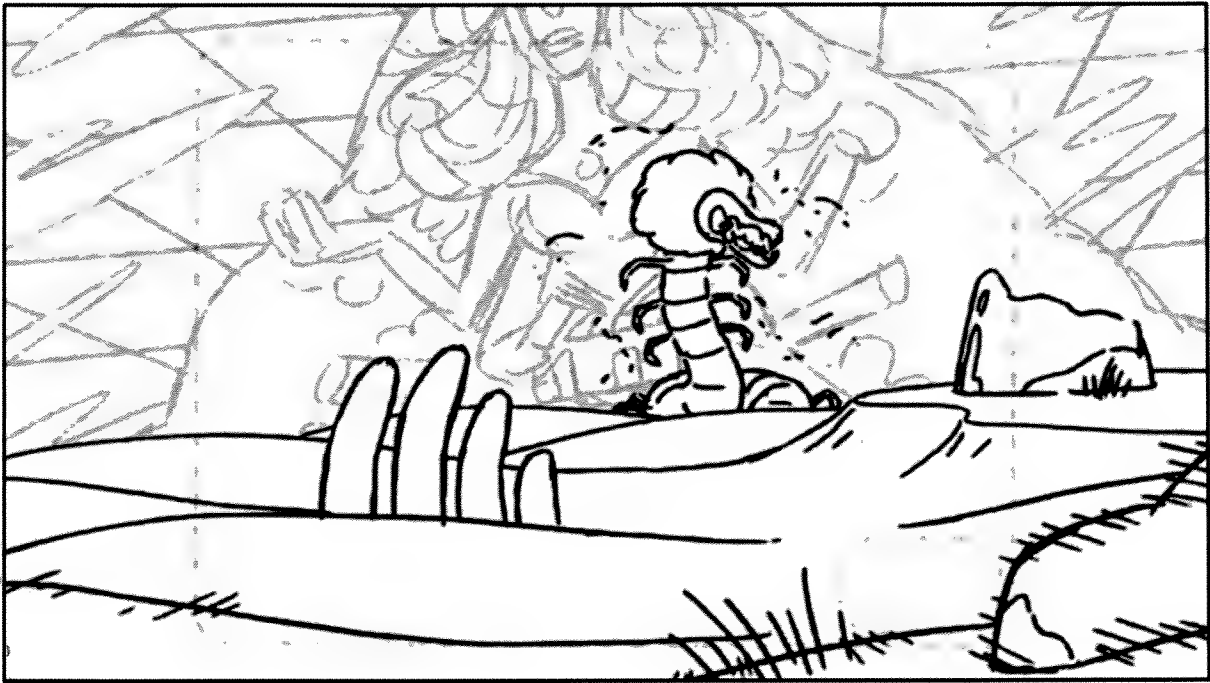
APR 10 2013

1020 003

1020 003

1020 003

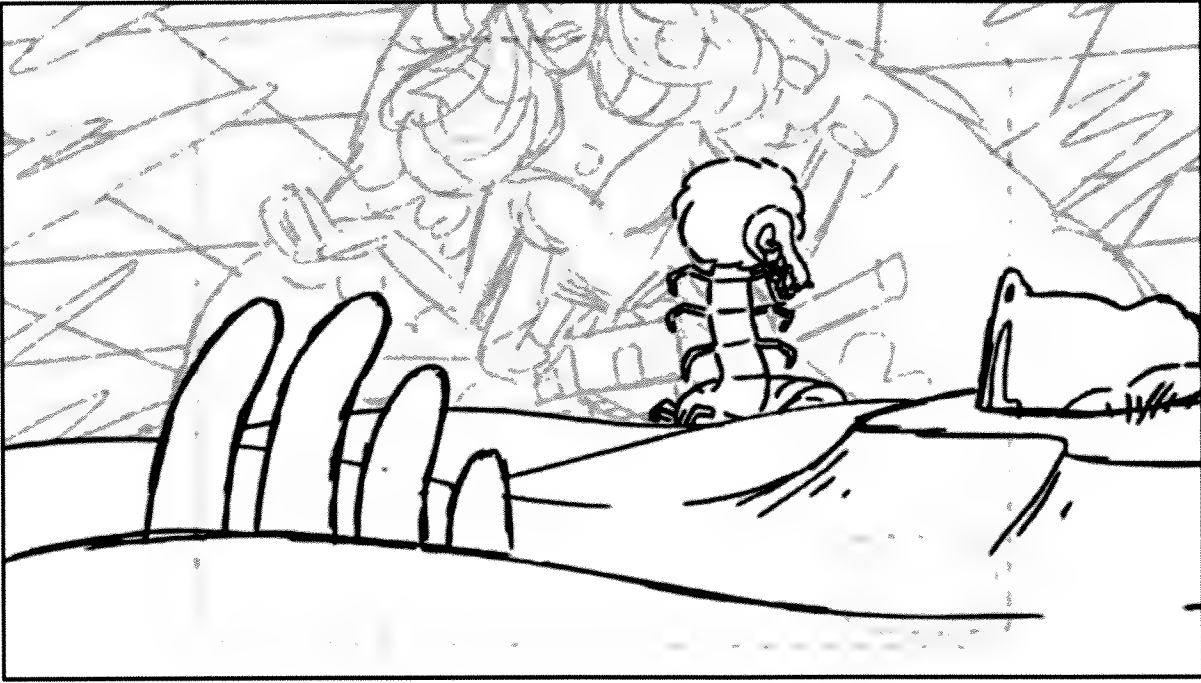
Scene	22/CONT	Panel	3
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1020 003

004

Scene	22/CONT	Panel	4
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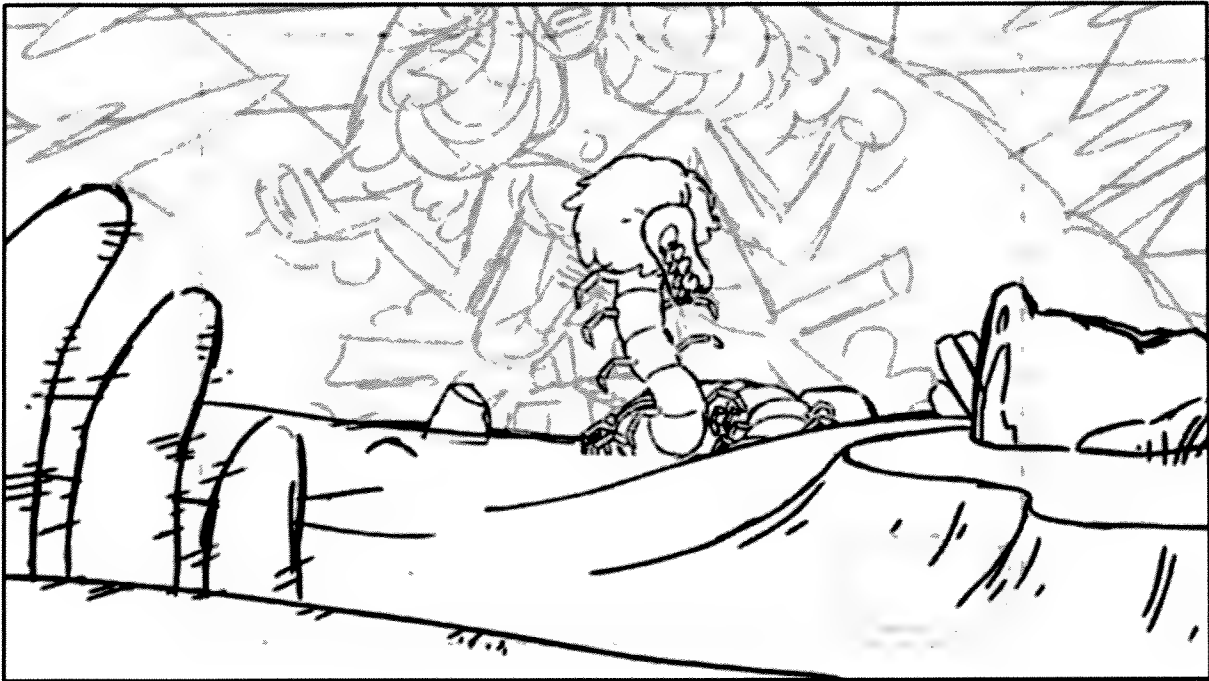
1020 003

APR 10 2013

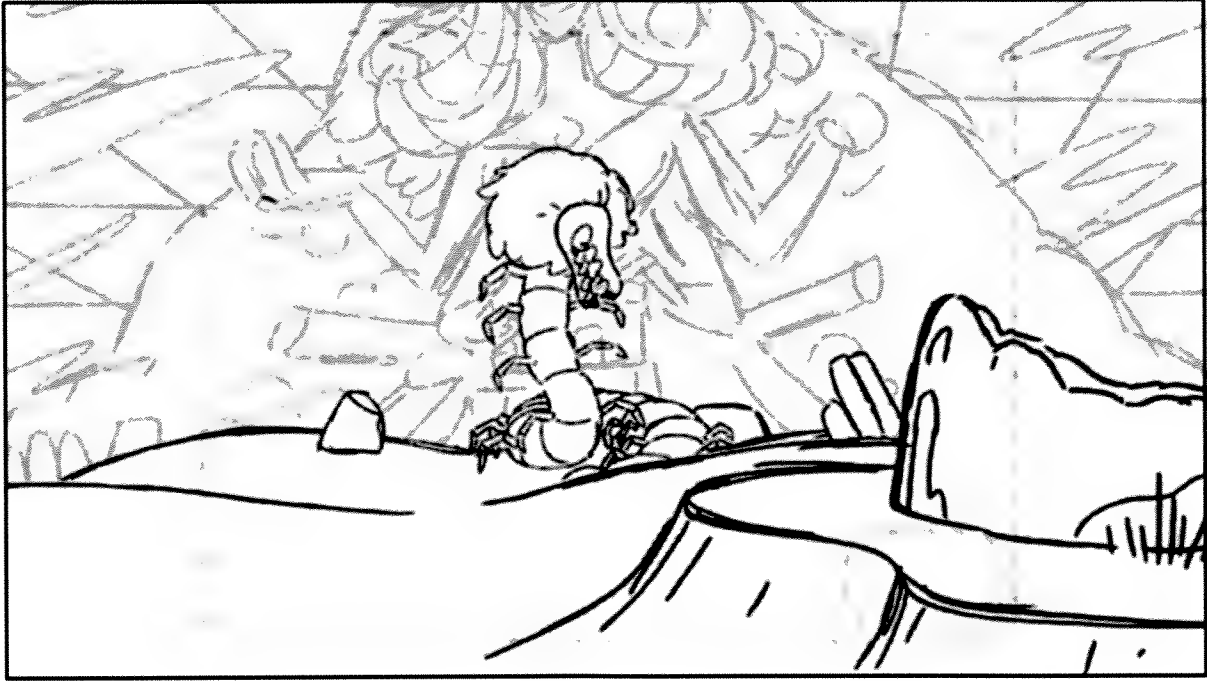
004

1020 003

Scene	Panel
22/CONT	5



Scene	Panel
22/CONT	6

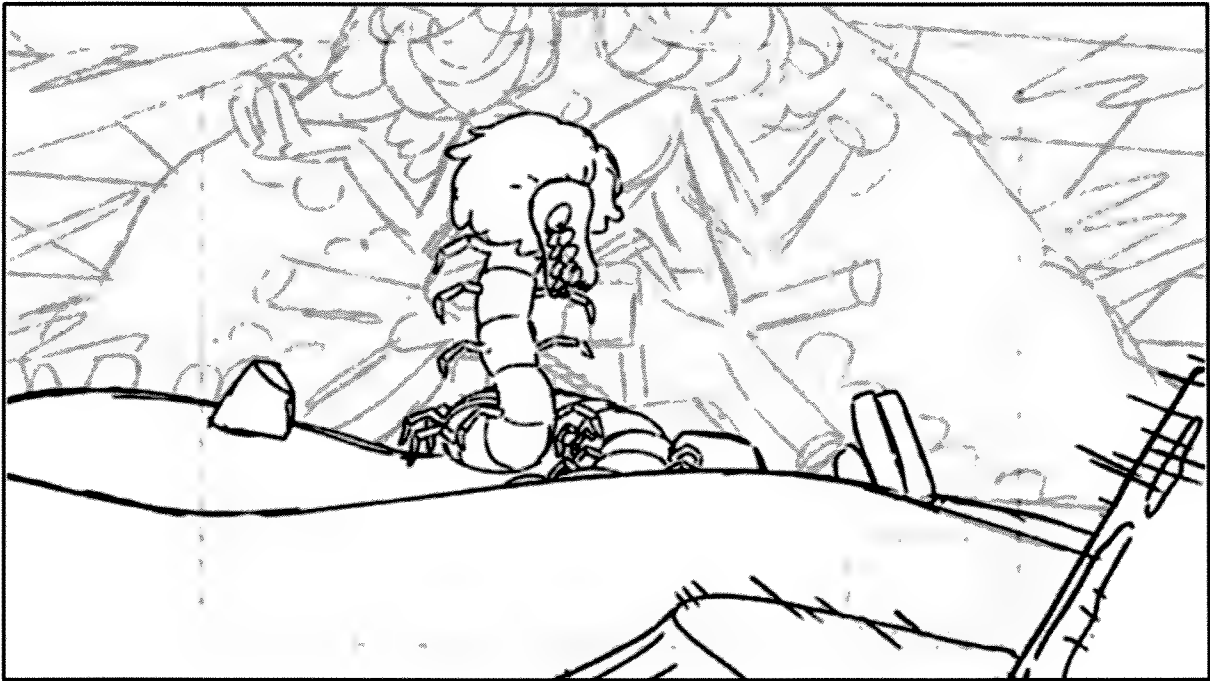


004

004

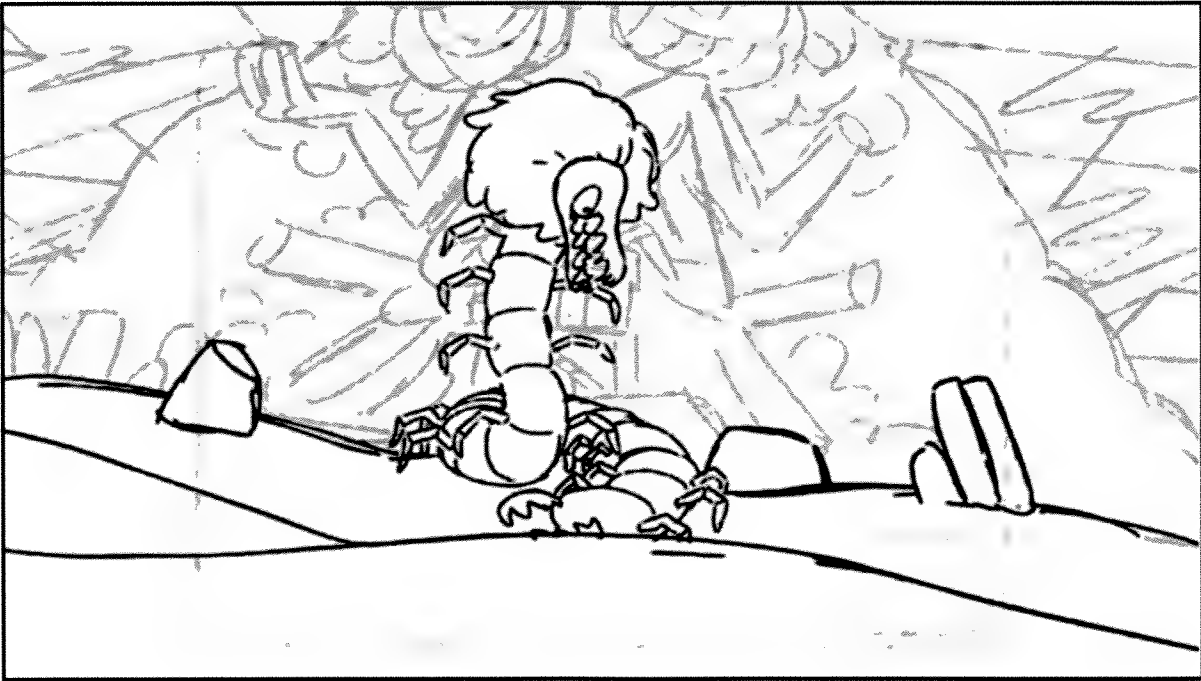
APR 10 2013

Scene	22/CONT	Panel	7
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004

Scene	22/CONT	Panel	8
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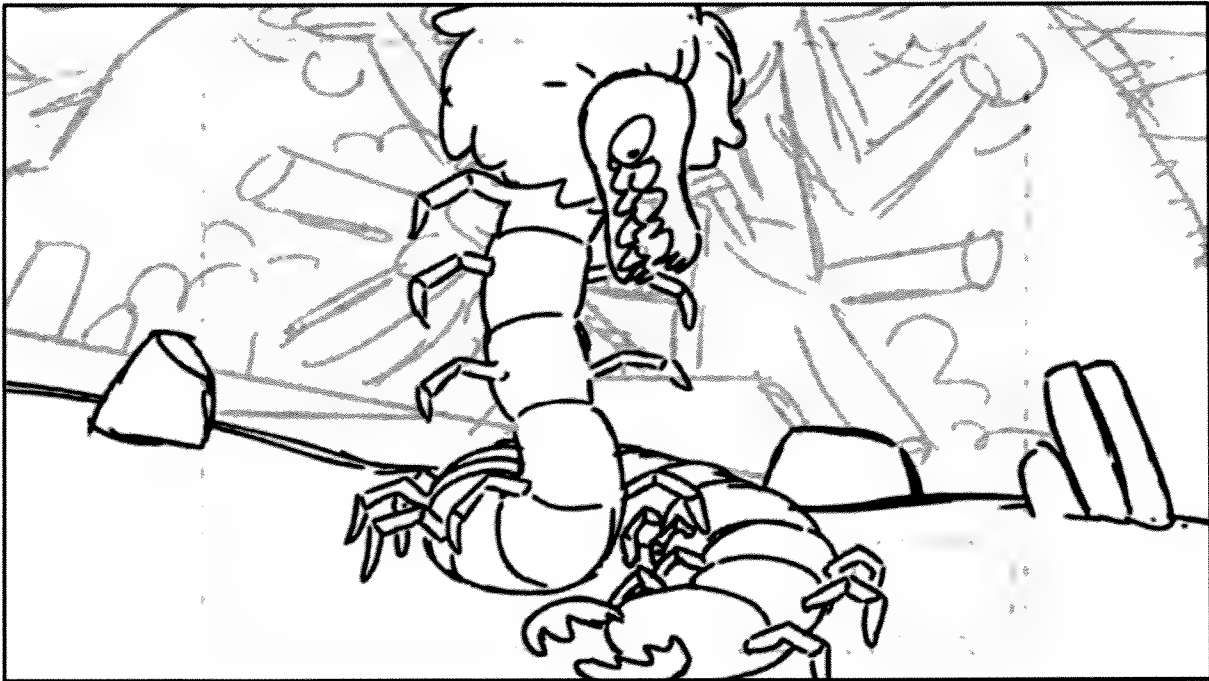


004

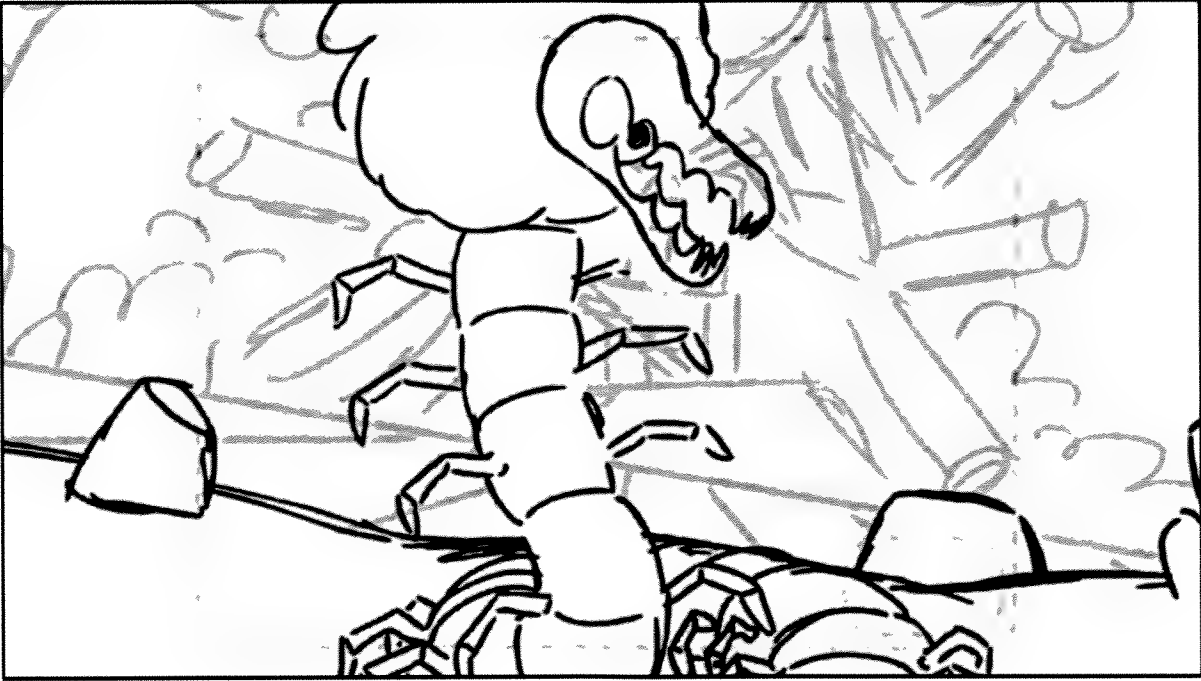
APR 10 2013

1020 003

Scene 22/CONT Panel 9



Scene 22/CONT Panel 10



004

004

APR 10 2013

1020 003

1020 003

Scene 22/CONT Panel 11



Scene 22/CONT Panel 12



1020 003

1020 003

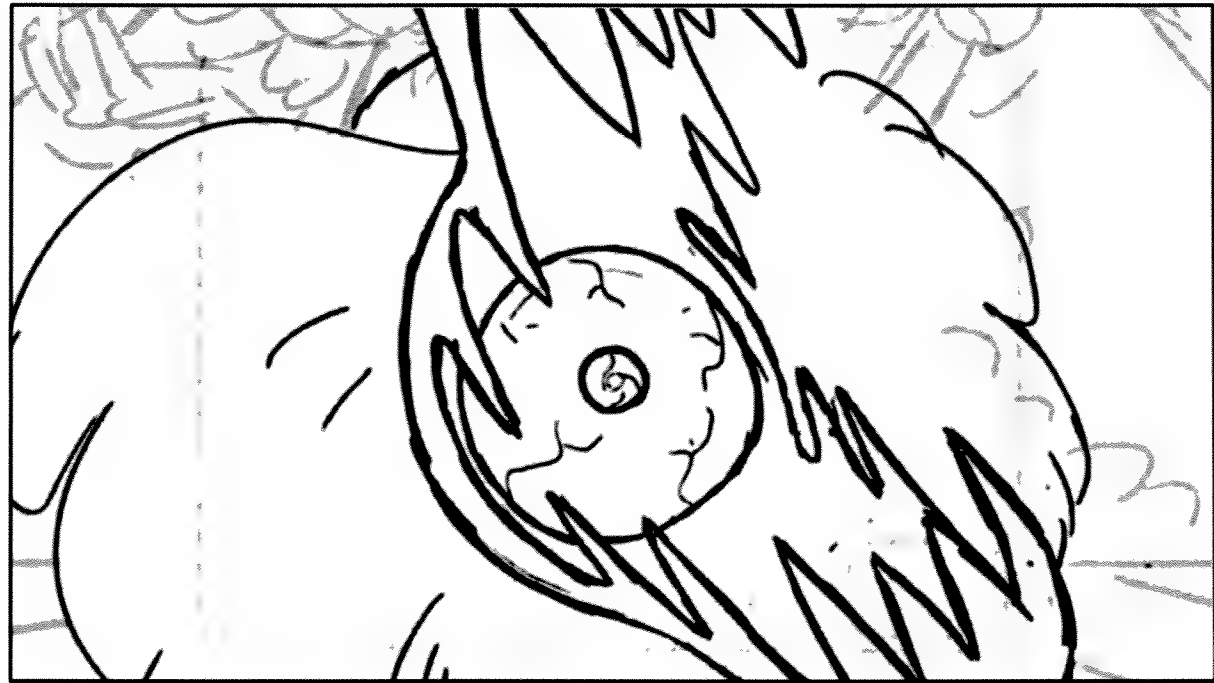
002

APR 10 2013

003

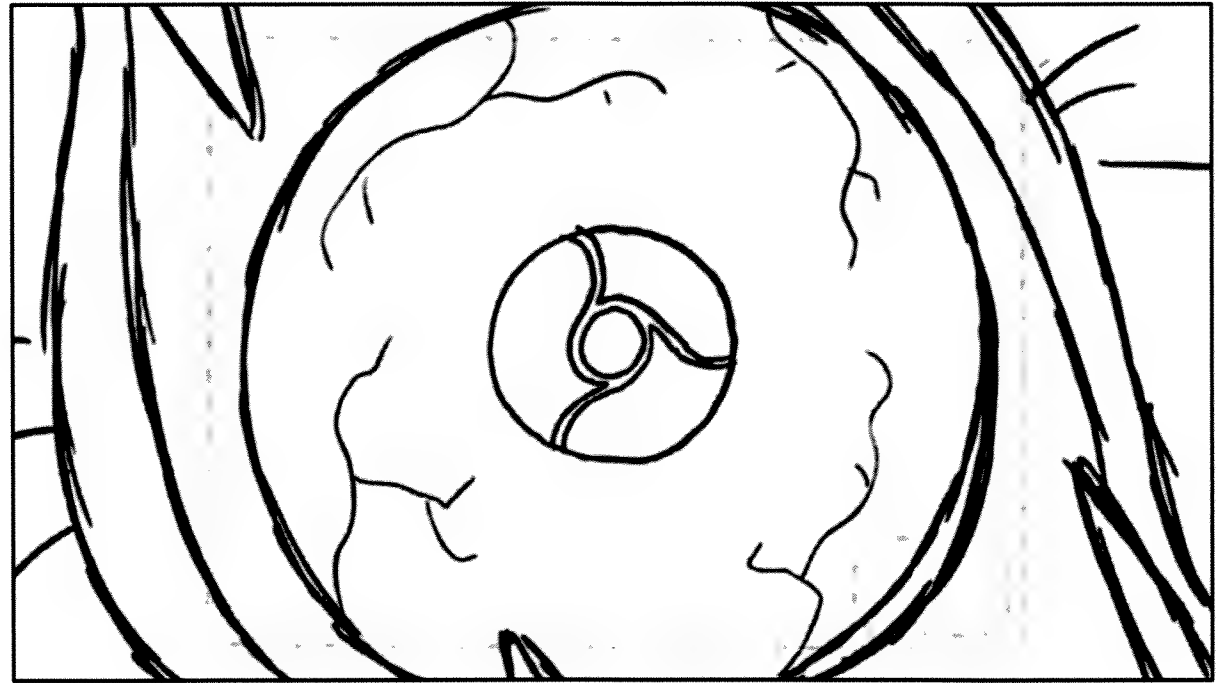
1020 003

Scene	Panel
22/ CONT	13



003

Scene	Panel
22/ CONT	14

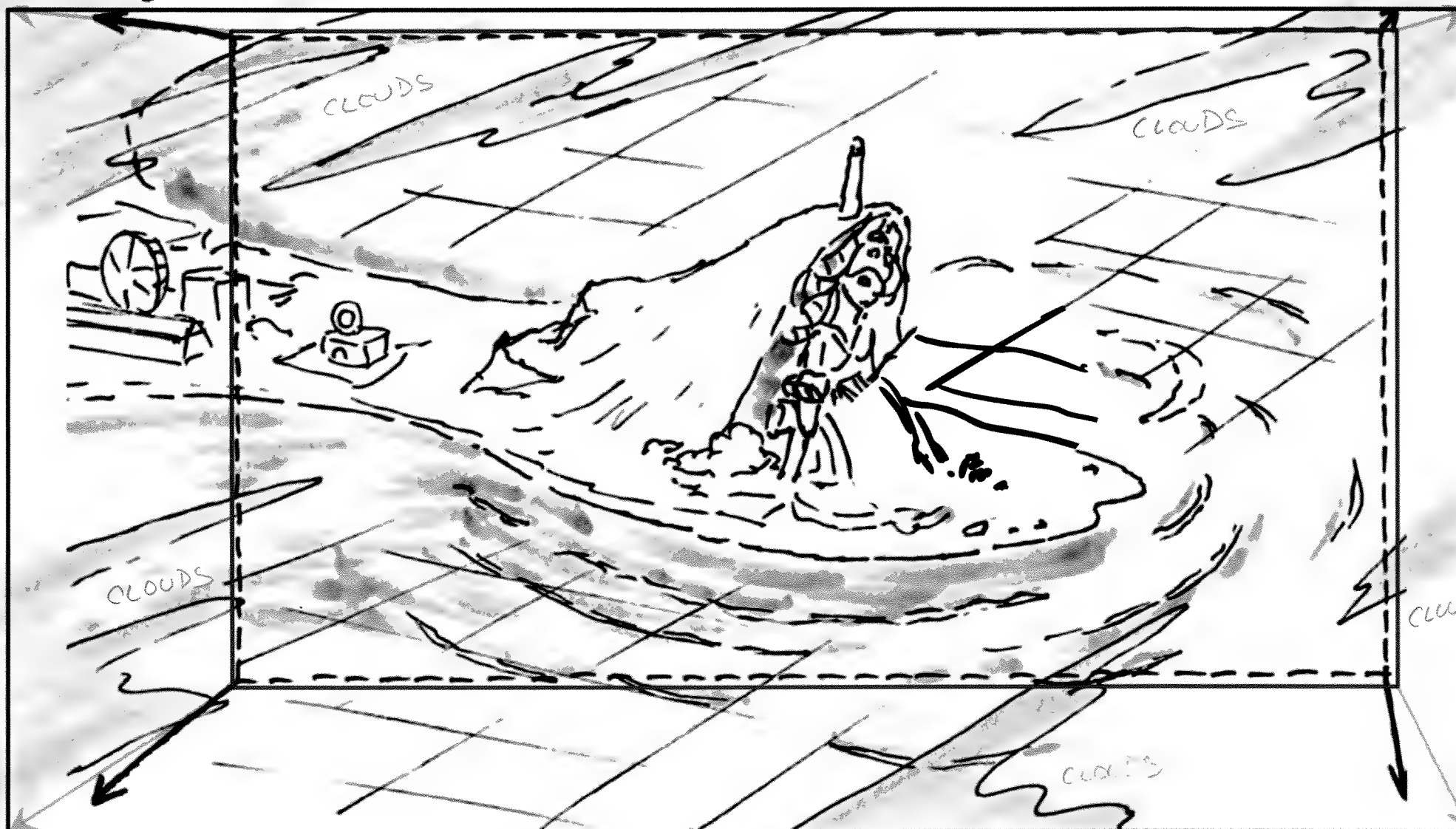


009

APR 10 2013

Scene

Panel



APR 10 2013

Action Notes

Quick pull out as explosion goes off shockwaves ripple the ocean and blow away the clouds in foreground.

1020 003

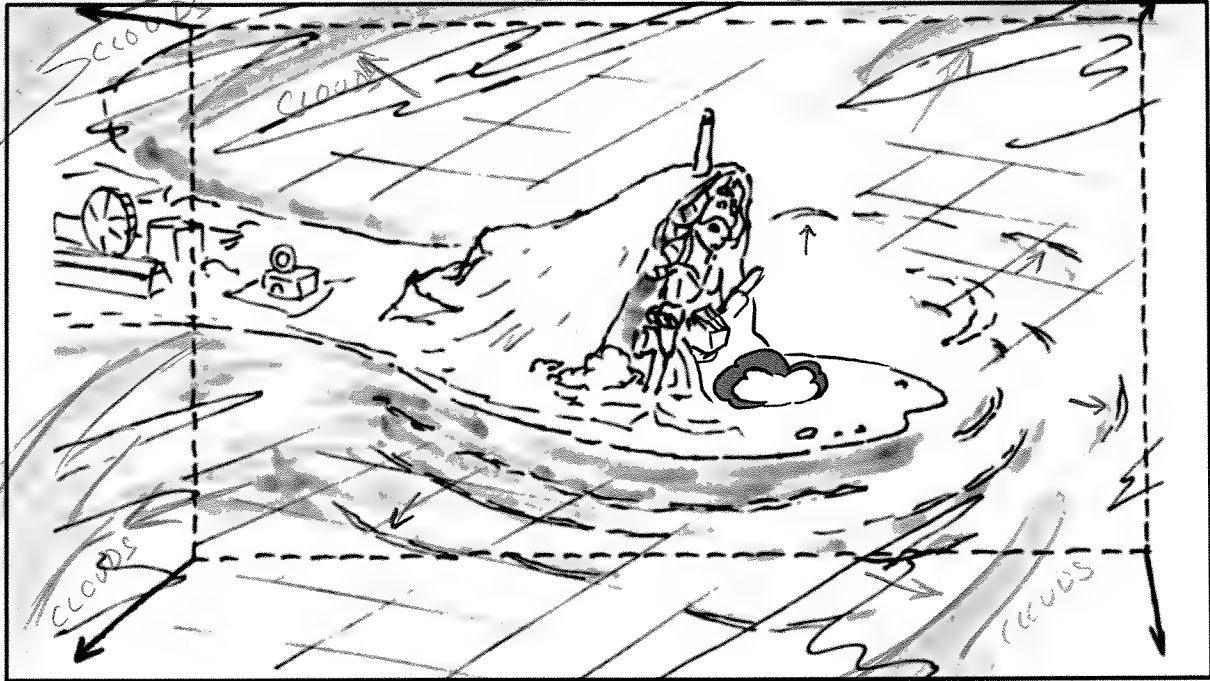
1020 003

1020 003

Panel 1+2
013

377A NEXT

Scene	Panel
222 cont	2 CLOUDS

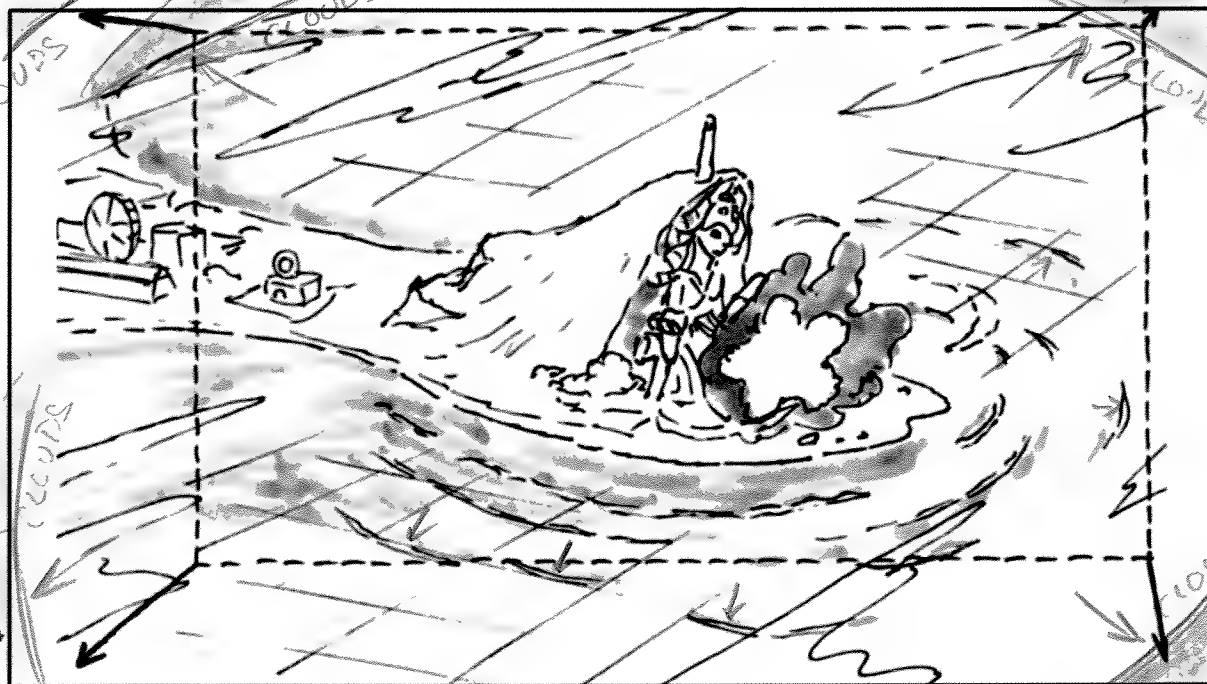


Action Notes

Quick pull out as explosion goes off. Shockwaves ripple the ocean and blow away the clouds in foreground.

APR 10 2013

Scene **222 cont** Panel **3**



Action Notes

Quick pull out as explosion goes off. Shockwaves ripple the ocean and blow away the clouds in foreground.

208

Scene **223** Panel **1**



APR 10 2013

011

1020 003

Scene	223 CONT	Panel	2
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Action Notes
Clouds swirl and part revealing floating gem.

013

Scene	223 CONT	Panel	3
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APR 10 2013

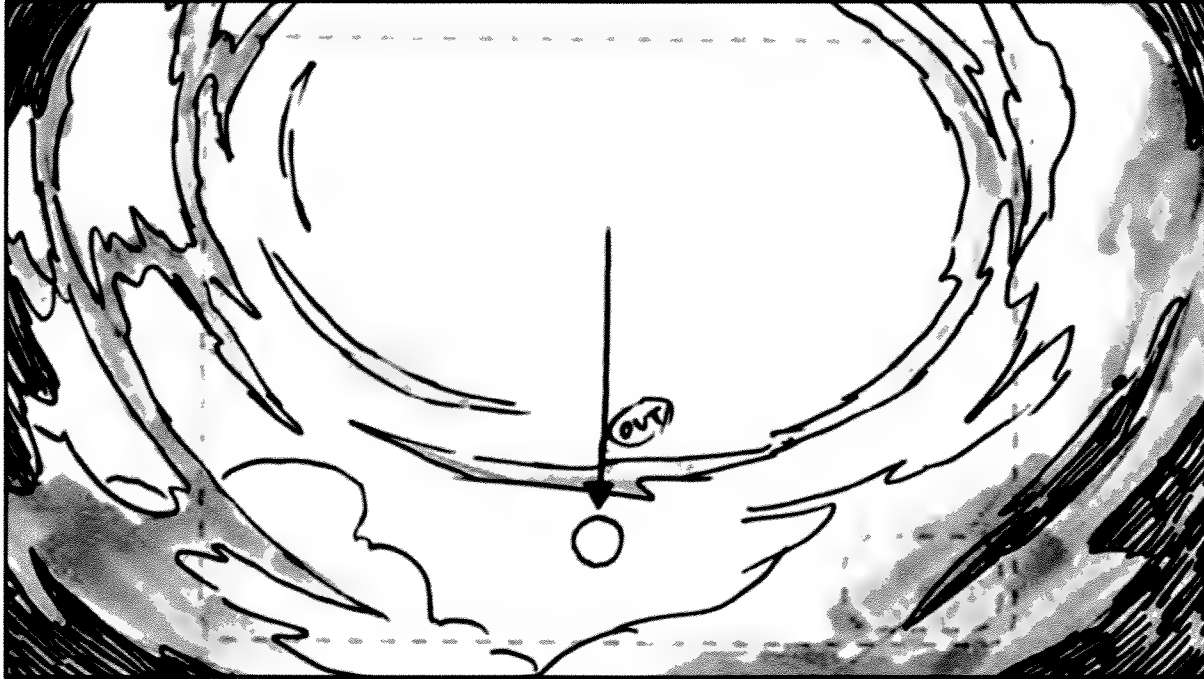
106

1020 003

1020 003

1020 003

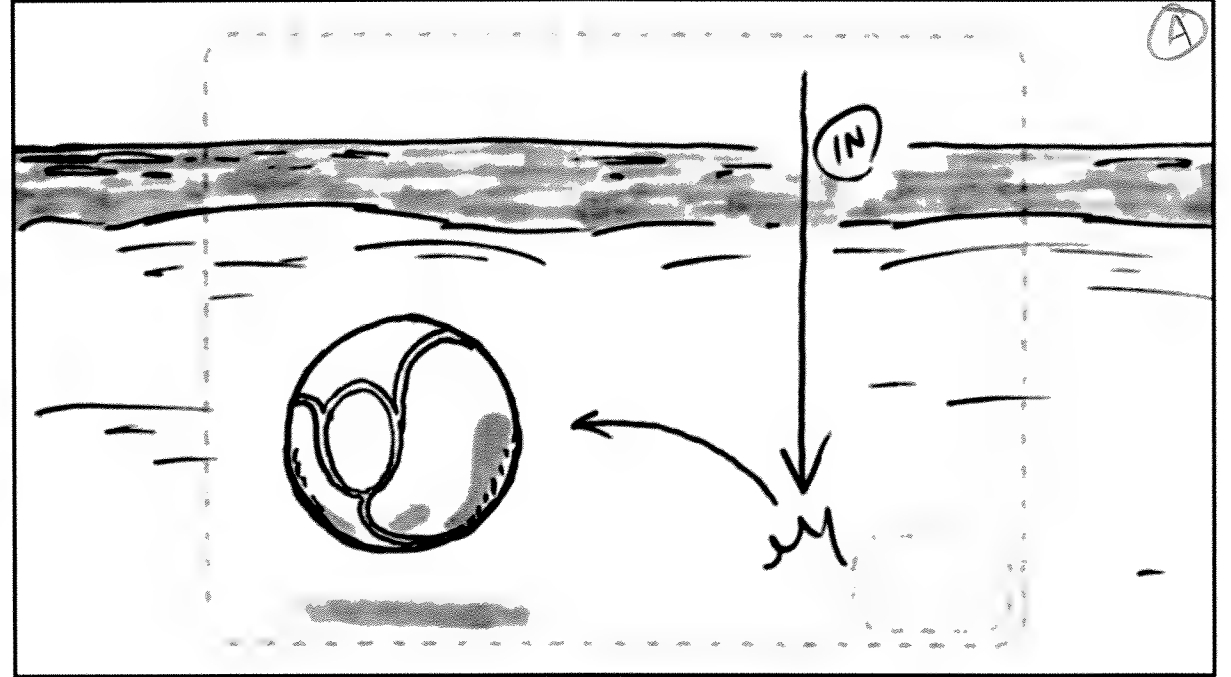
Scene	223 CONT	Panel	4
-------	----------	-------	---



1020 003

103

Scene	224	Panel	1
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PAN 1 WHOLE FIELD WITH GEM.

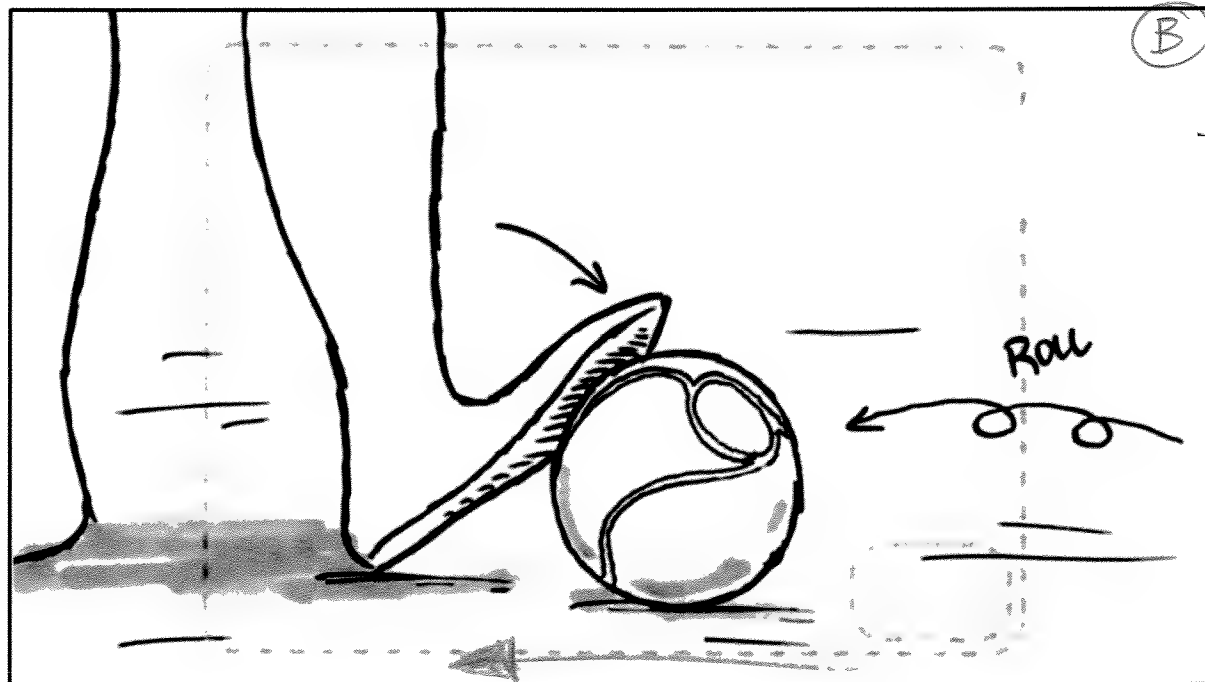
APR 10 2013

104

1020 003

1020 003

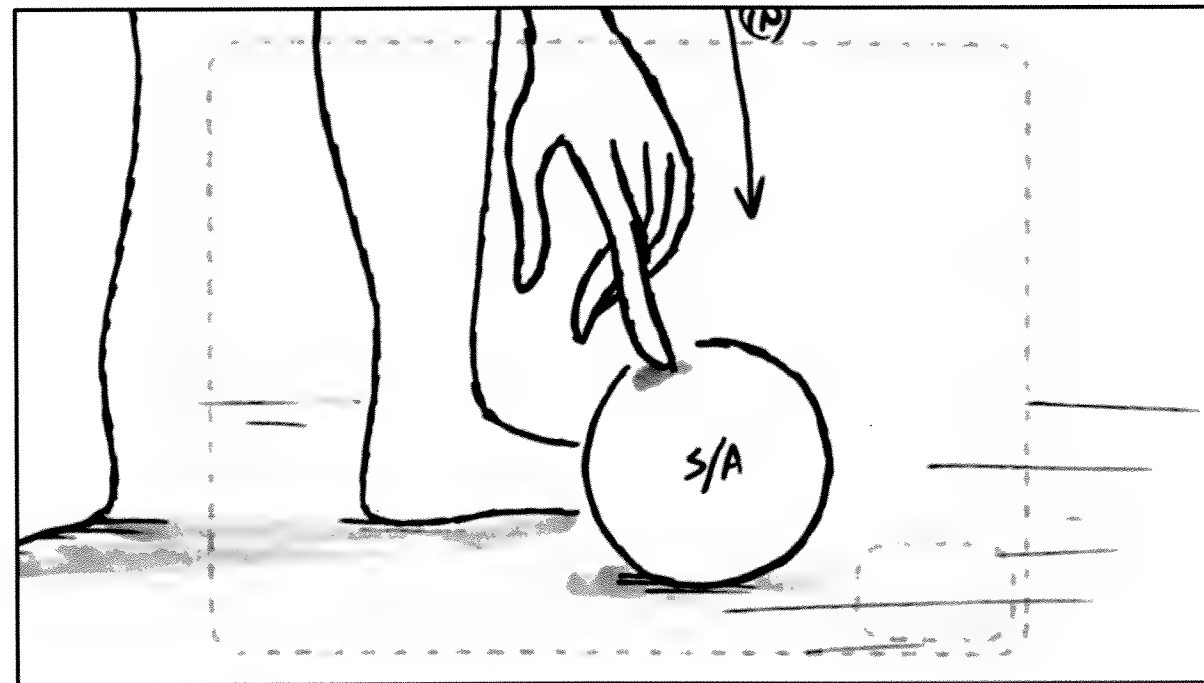
Scene	Panel
224 CONT	2



PAN 1 WHOLE FIELD WITH GEM.

102

Scene	Panel
224 CONT	3



APR 10 2013

007

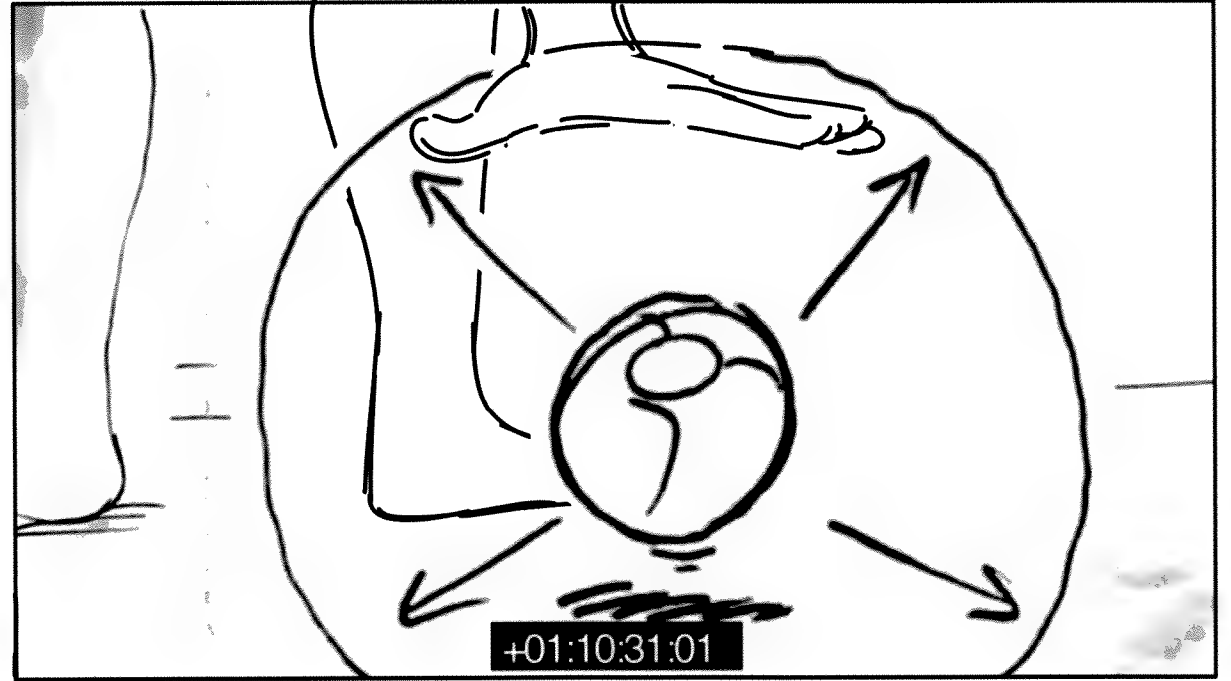
1020 003

1020 003

Scene	Panel
224 CONT	4



Scene	Panel
224 CONT	5

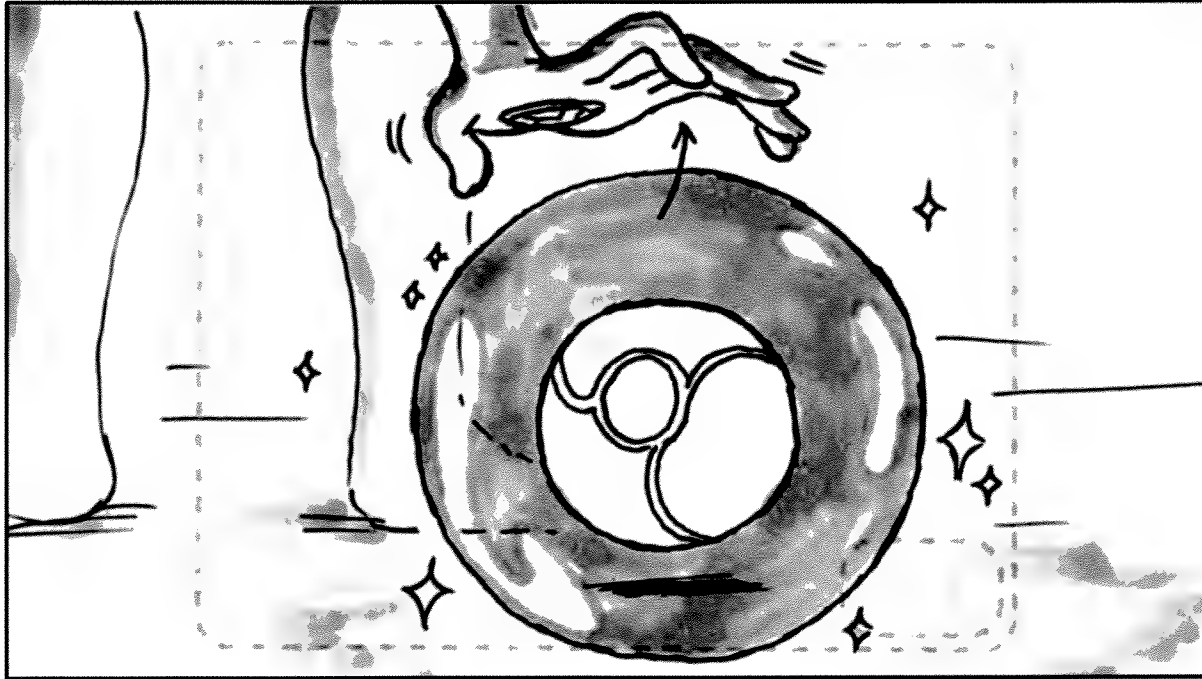


004

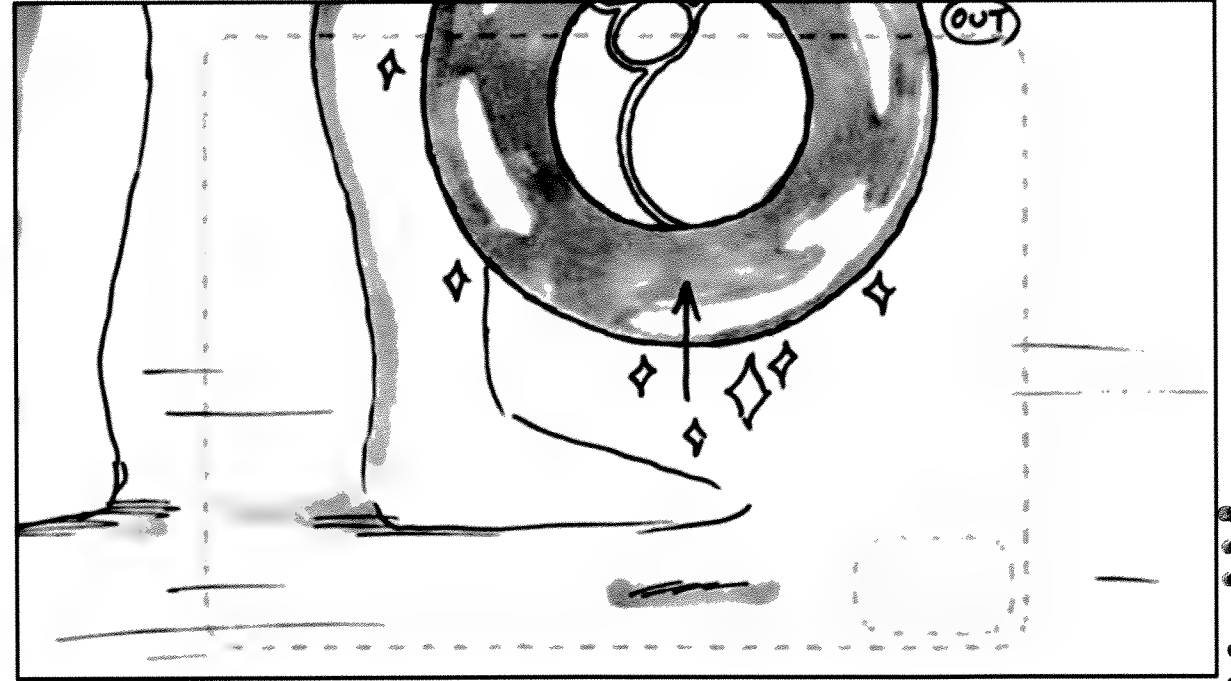
008

APR 10 2013

Scene	224 CONT	Panel	6
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Scene	224 CONT	Panel	7
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102

014

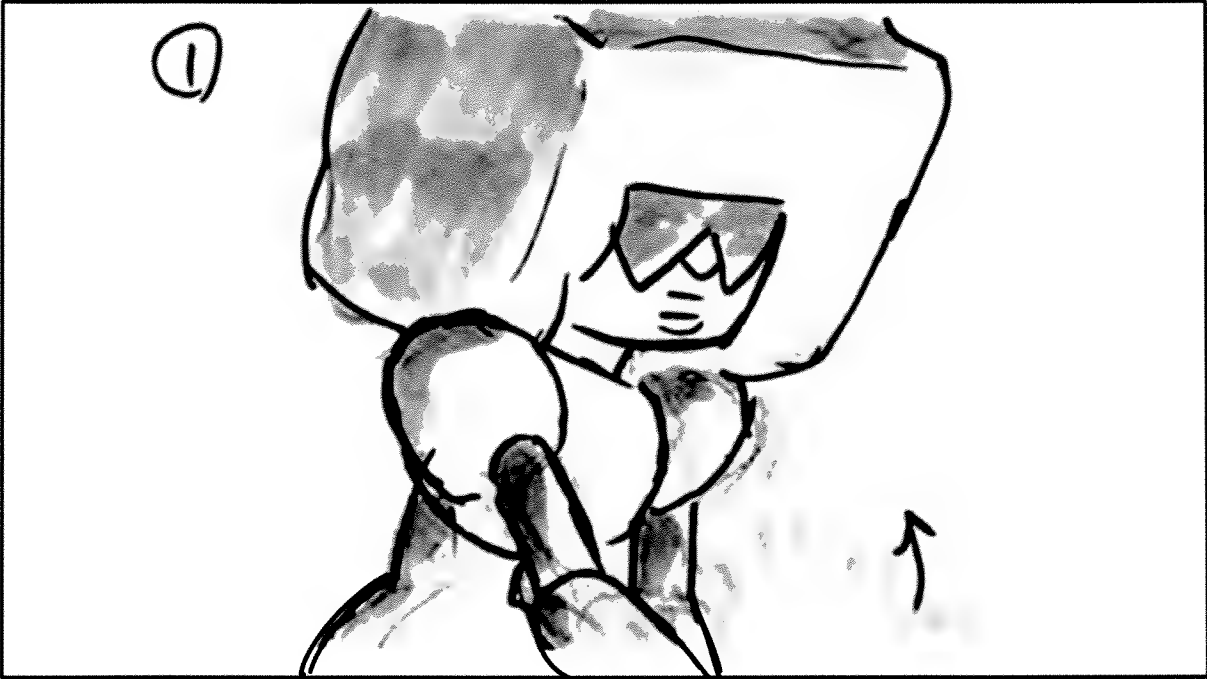
APR 10 2013

1020 003

1020 003

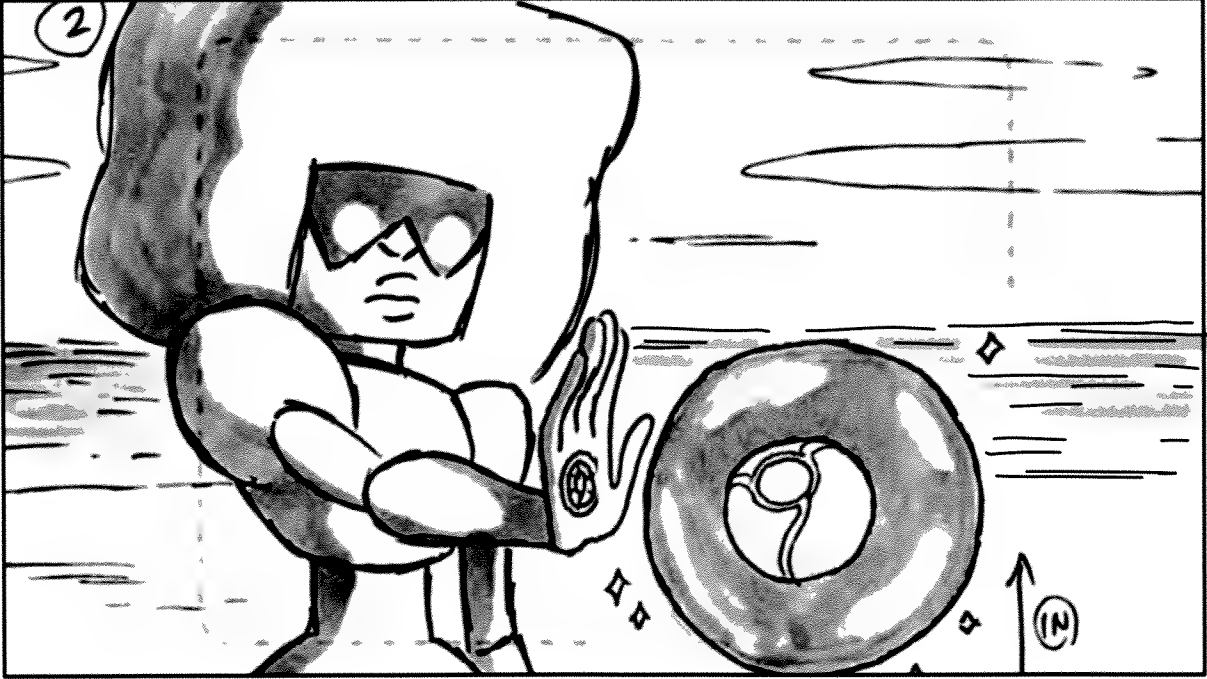
1020 003

Scene 225 Panel 1



008

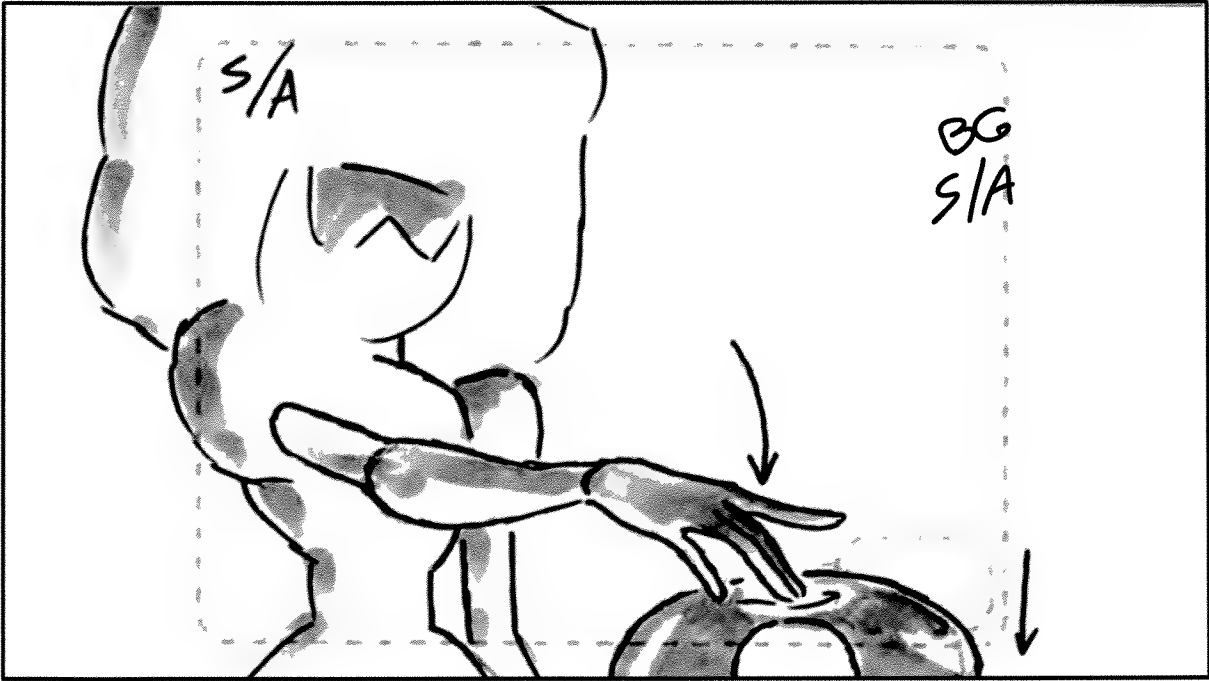
Scene 225 CONT Panel 2



012

APR 10 2013

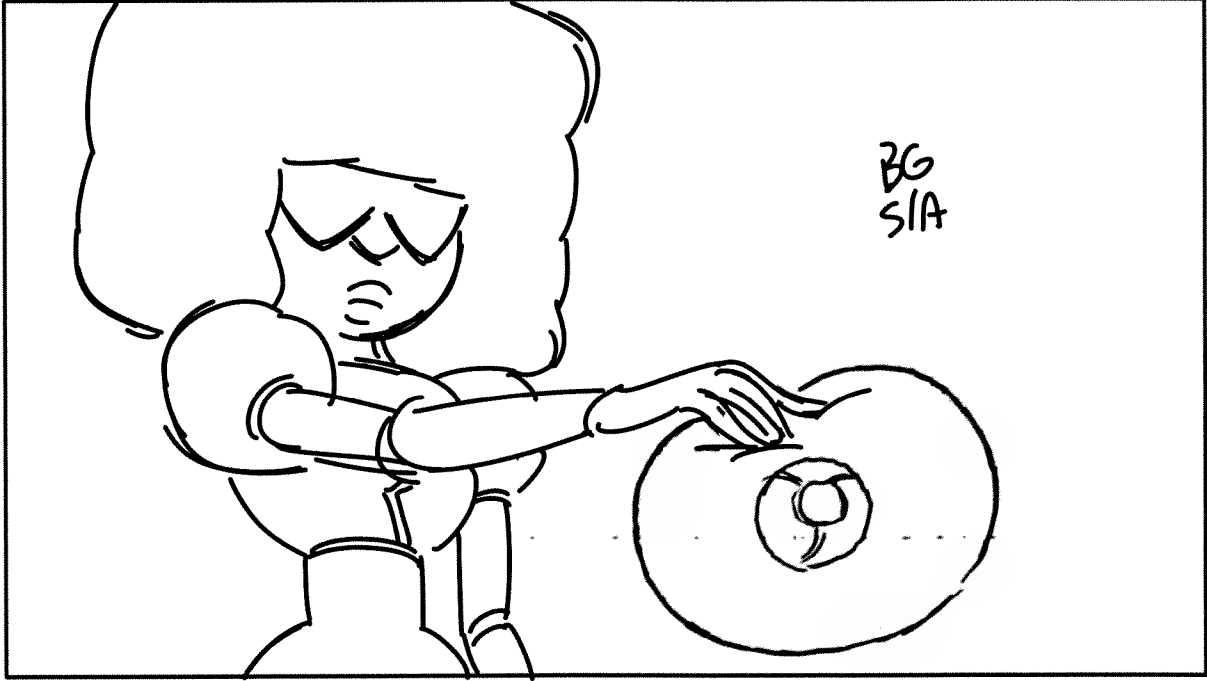
Scene 225 CONT Panel 3



Action Notes
Garnet bops the bubble.

008

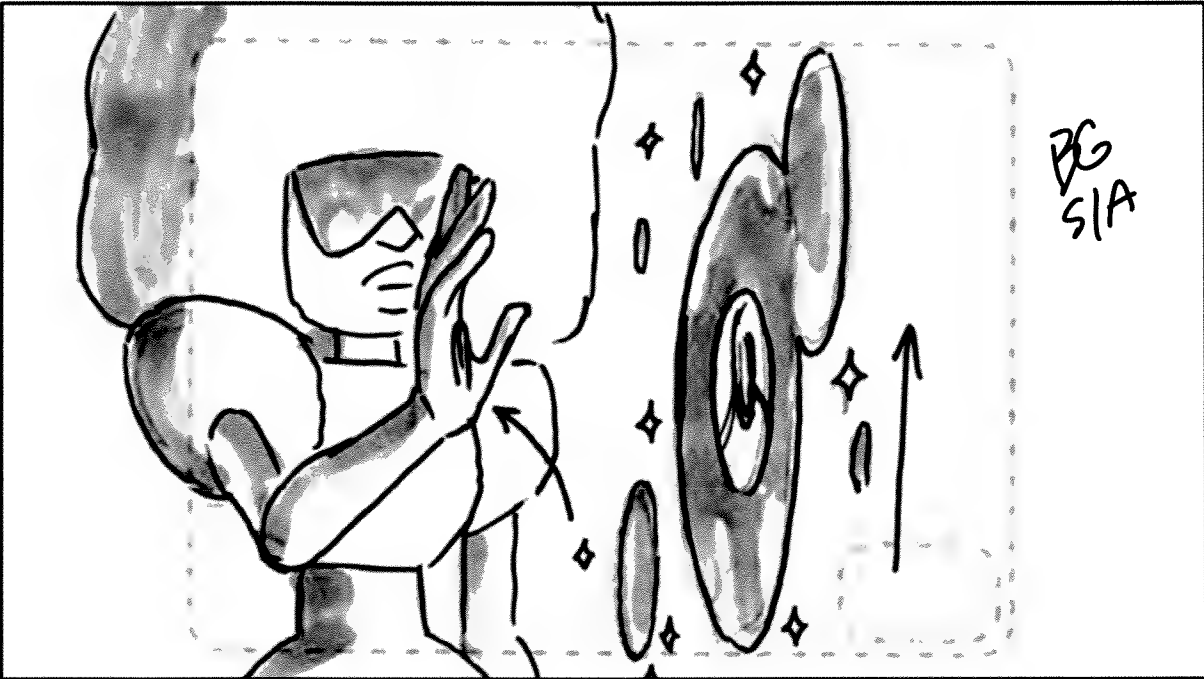
Scene 225 CONT Panel 4



APR 10 2013

006

Scene 225 CONT Panel 5



Scene 225 CONT Panel 6



Action Notes
Bubble warps into nothingness.

APR 10 2013

006

106

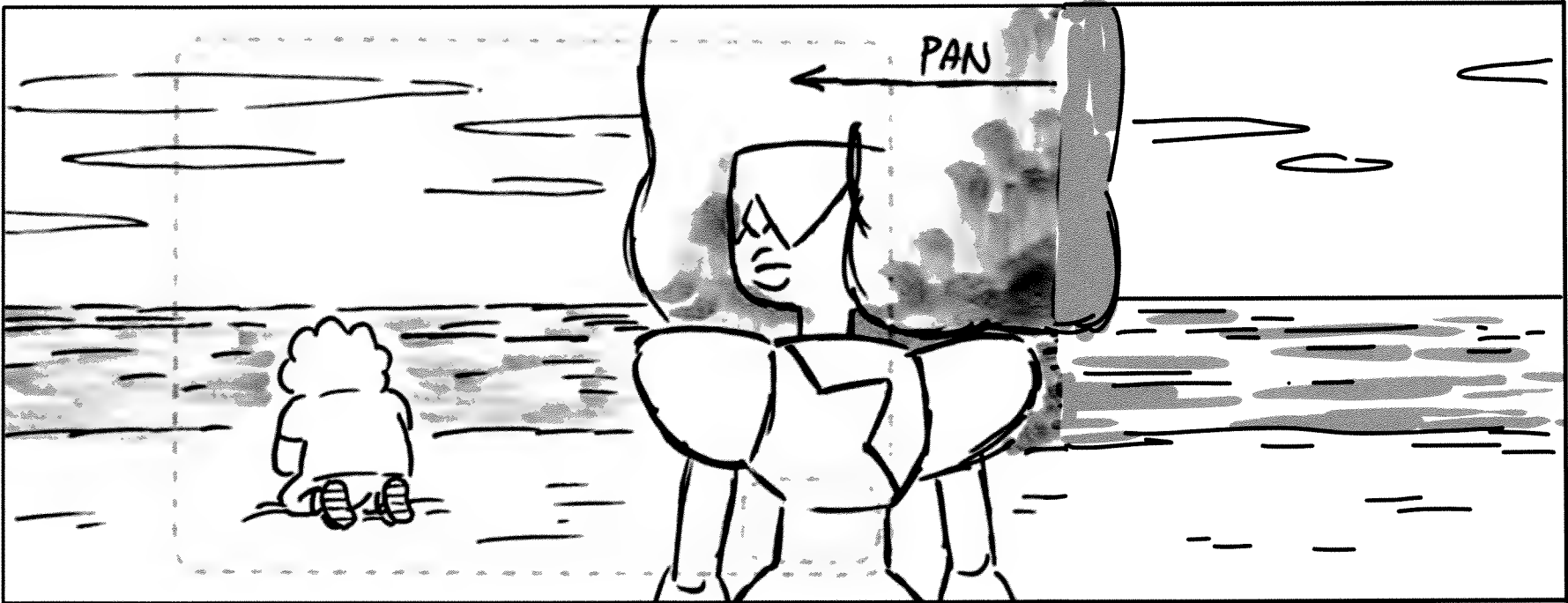
1020 003

1020 003

1020 003

386A NEXT

Scene	225 CONT	Panel	7
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Action Notes

Camera pan from screen right to left.

ADJ HOLD
010 106

APR 10 2013

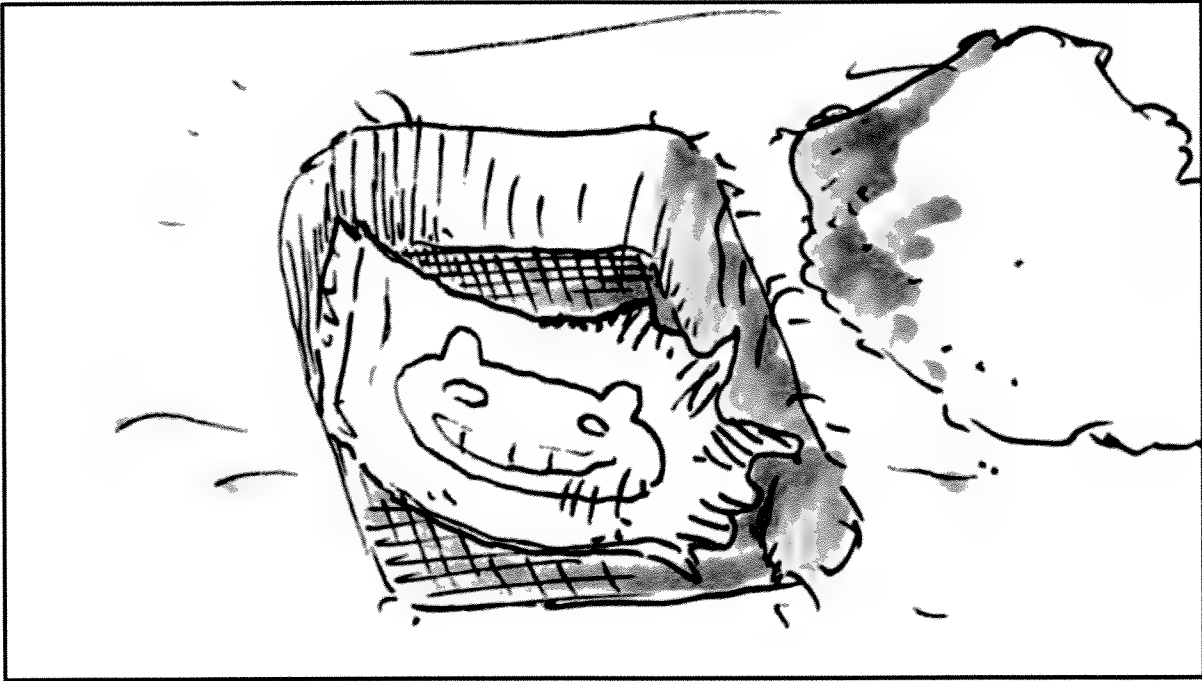
1020 003

1020 003

1020 003

387NEXT

Scene	Panel
226	1



013

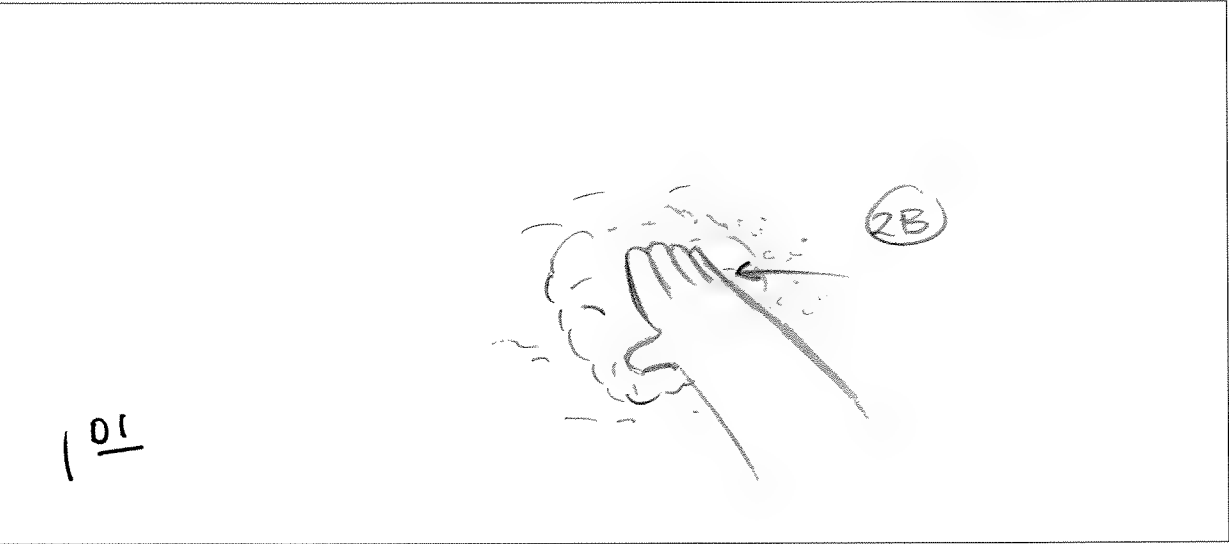
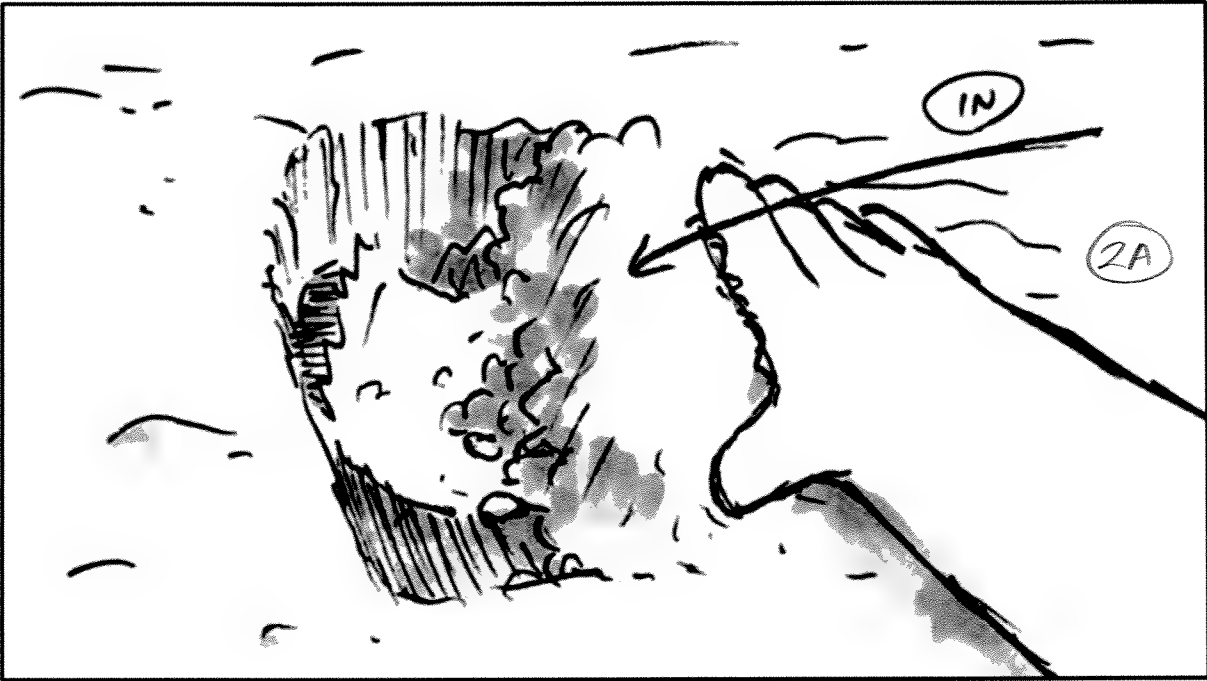
APR 10 2013

1020 003

1020 003

1020 003

Scene 226 CONT Panel 2



Scene 227 Panel 1



Dialogue
Steven: Farewell sweet Cookie Cat...

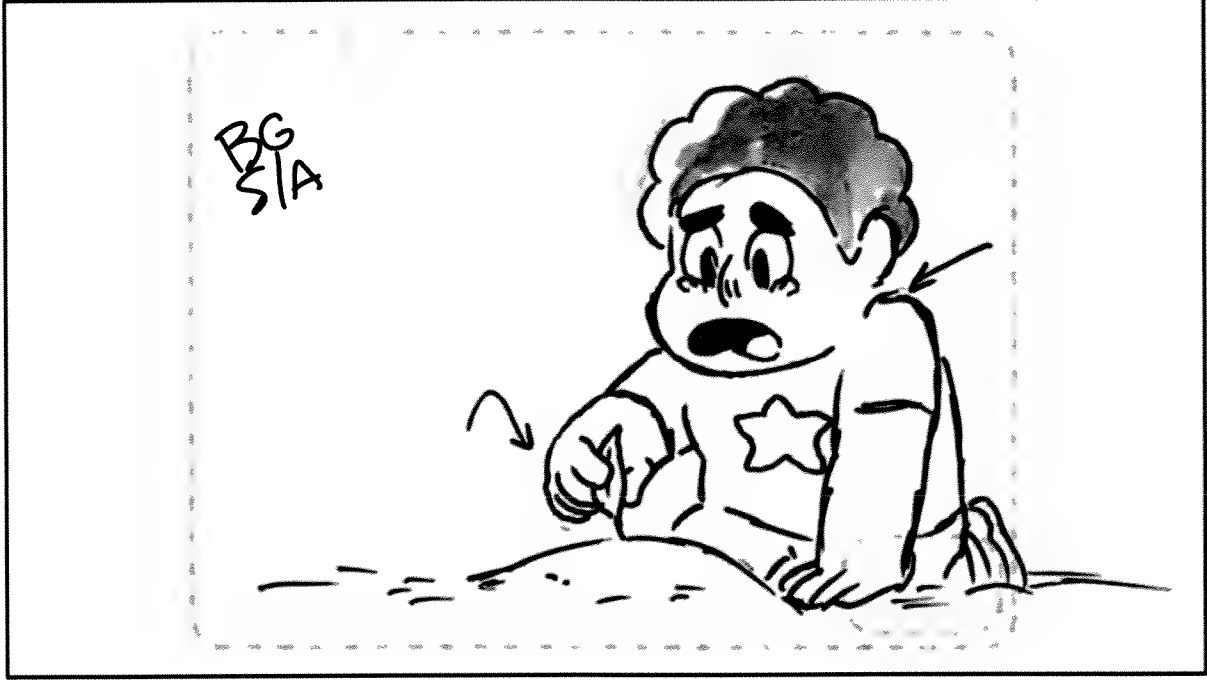
Scene 227 CONT Panel 2



Dialogue
Steven: ... I'll always remember...

112

Scene 227 CONT Panel 3



Dialogue
Steven: ... the time we spent together.

APR 10 2013

211

Scene 227 CONT Panel 4



Scene 227 CONT Panel 5



Dialogue
Steven noise: (Stomach growls)

APR 10 2013

Prs 4+5
108

390A NEXT

Scene	Panel
227 cont	6



Dialogue

Steven (whispers): Shhhh, hush now.

2¹¹

APR 10 2013

Scene	227 CONT	Panel	7
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Dialogue
Amethyst: Are you crying?
APR 10 2013

Action Notes
Camera pan from screen left to right.
2 ⁰⁶

391A NEXT

Scene	Panel
227 CONT	8



Dialogue

Steven: Only a little!

114

APR 10 2013

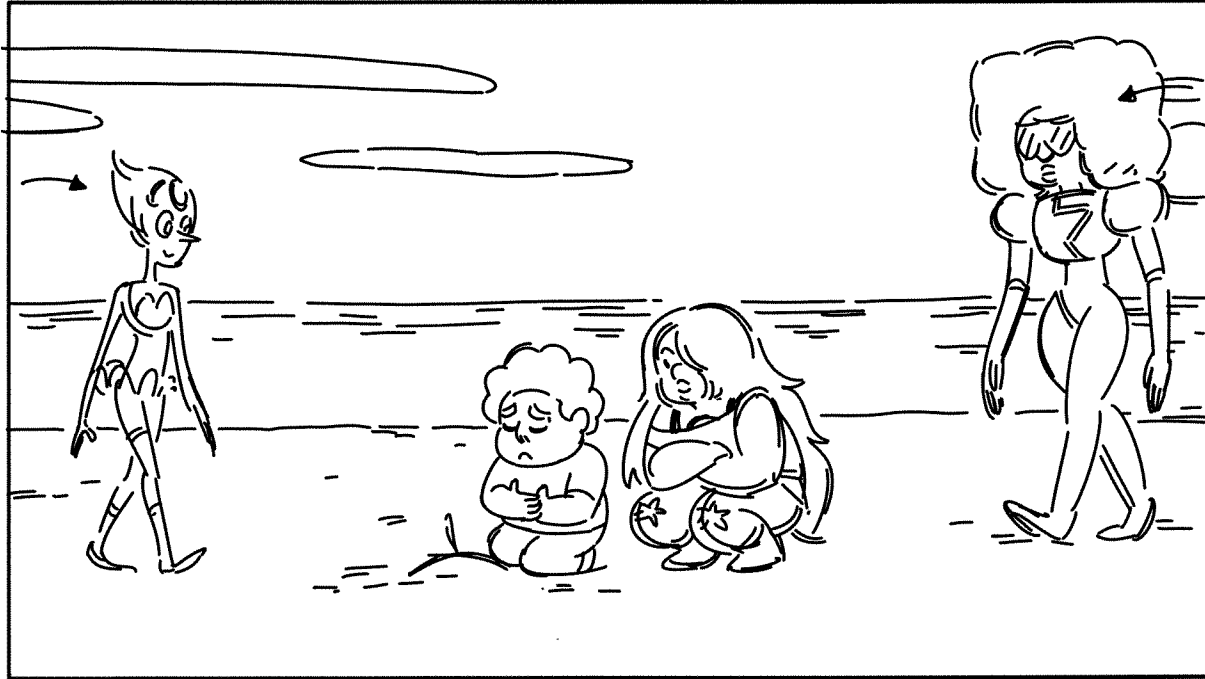
1020 003

1020 003

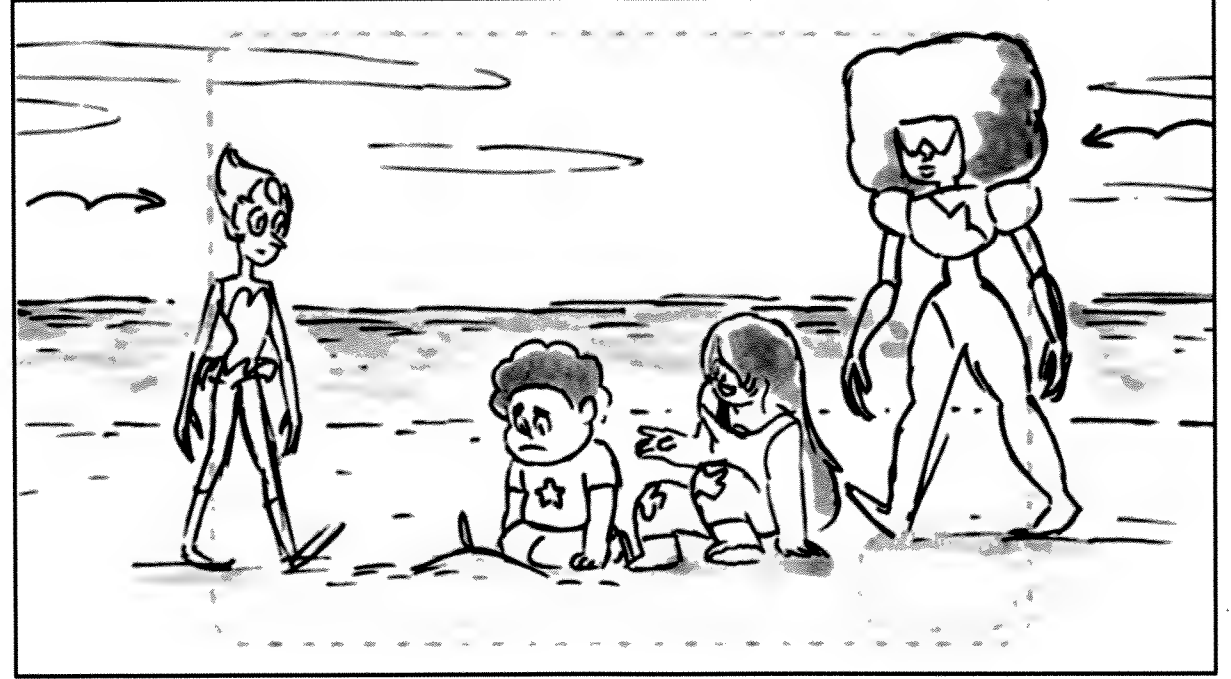
1020 003

392 NEXT

Scene	228	Panel	1
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Scene	228 CONT	Panel	2
-------	----------	-------	---



Dialogue

Amethyst: Well I guess your powers don't come from ice cream.

APR 10 2013

Pale 1+2
402

1020 003

1020 003

1020 003

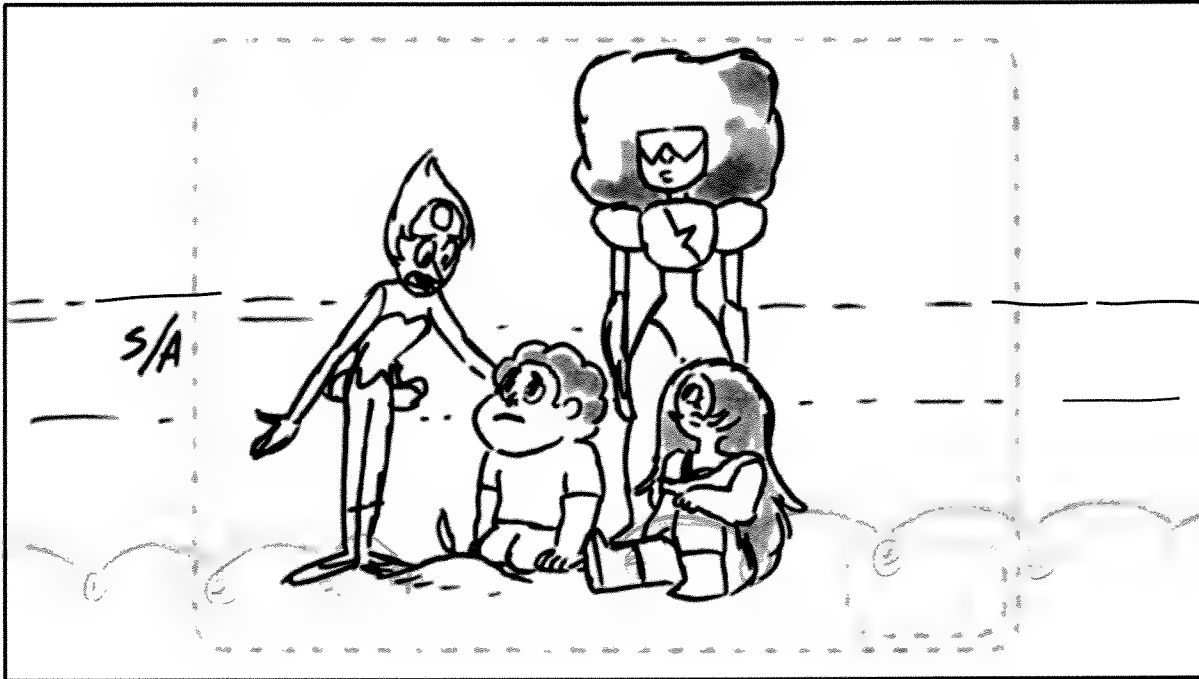
392A NEXT

Scene

228 CONT

Panel

3



Dialogue

Pearl: Well of course they don't come from ice cream!

309

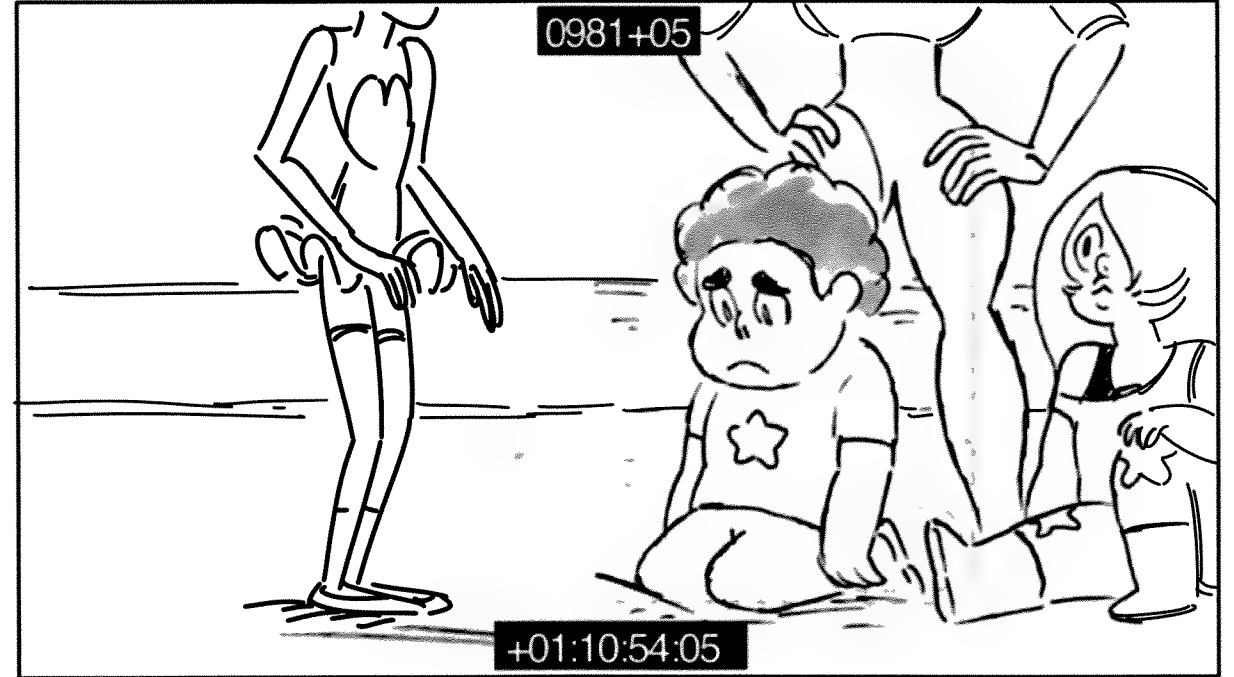
APR 10 2013

1020 003

Scene	Panel
229	1



Scene	Panel
229 CONT	2



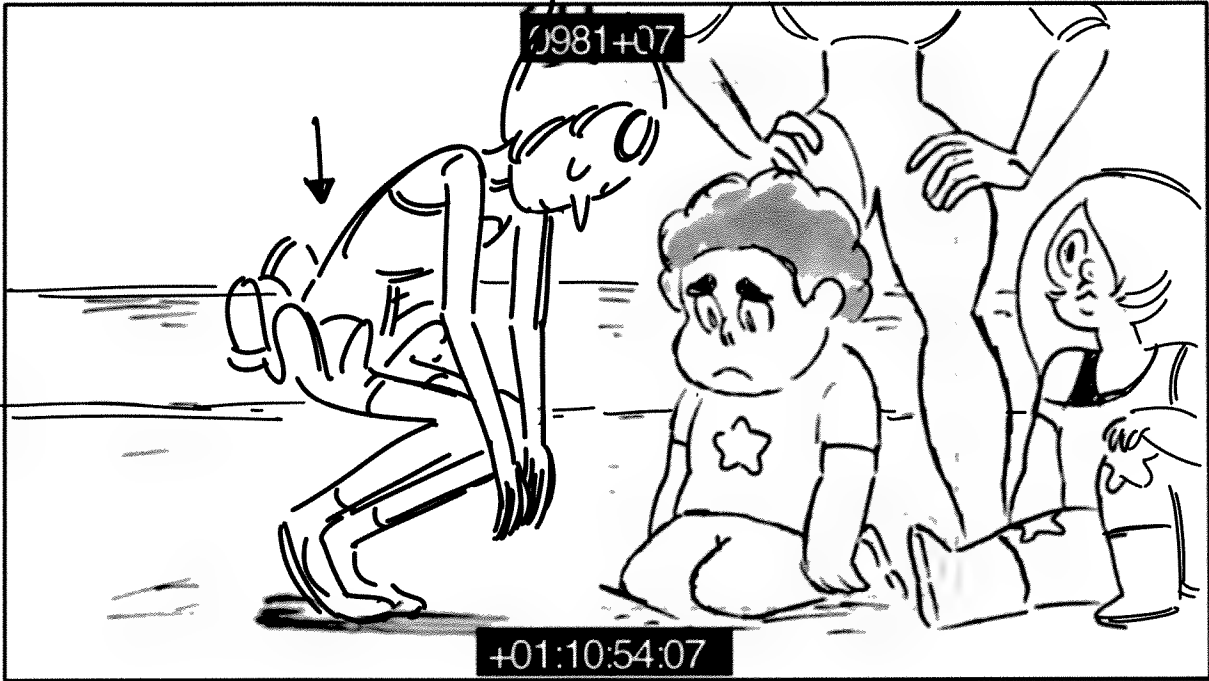
Prs 1+2
004

APR 10 2013

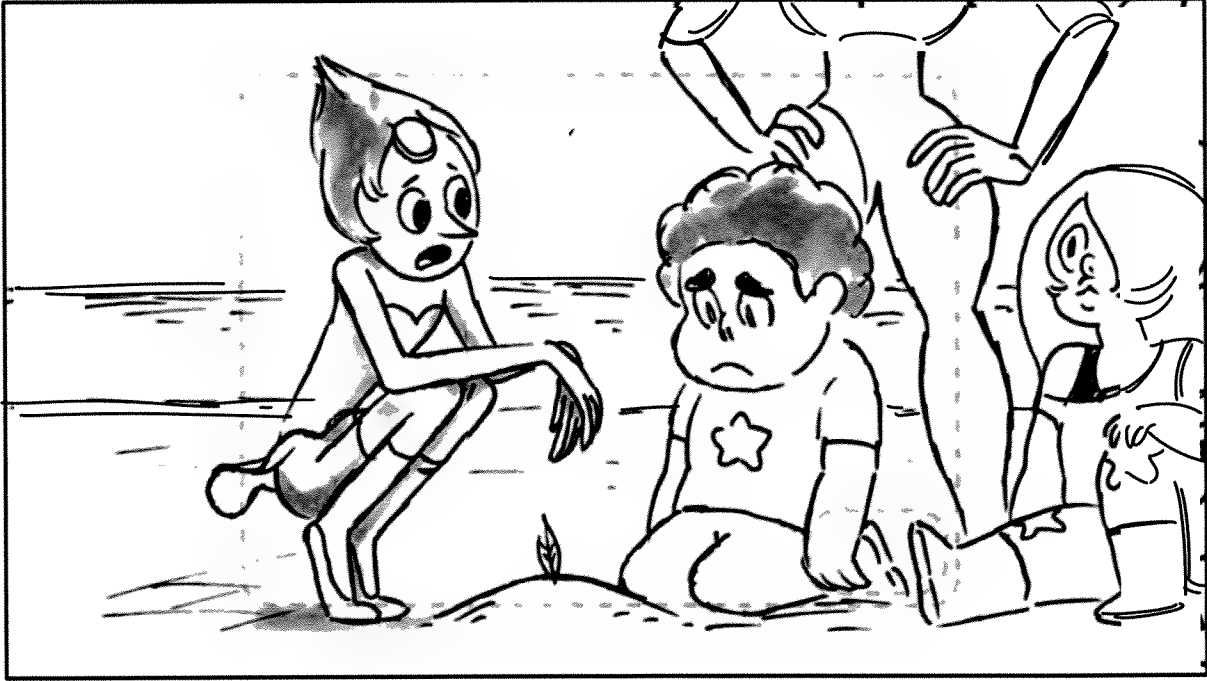
1020 003

1020 003

Scene 229 CONT Panel 3



Scene 229 CONT Panel 4



Dialogue
Pearl: Don't worry Steven...

APR 10 2013

0⁰⁶

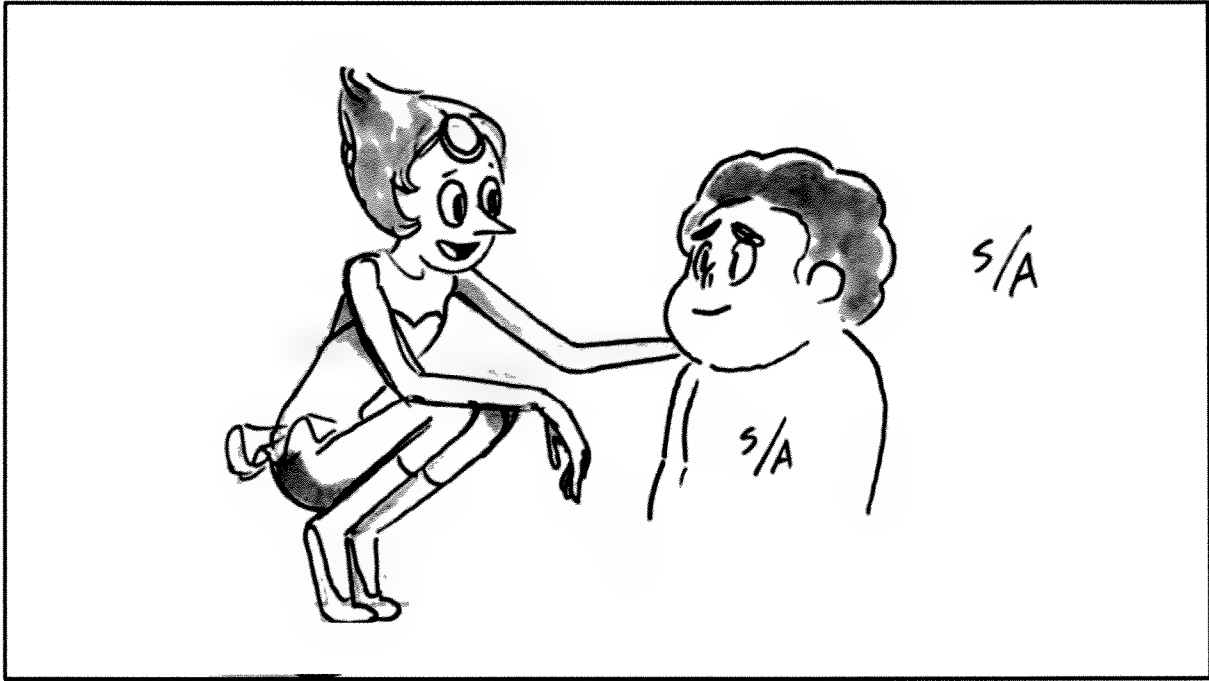
2⁰⁰

1020 003

1020 003

1020 003

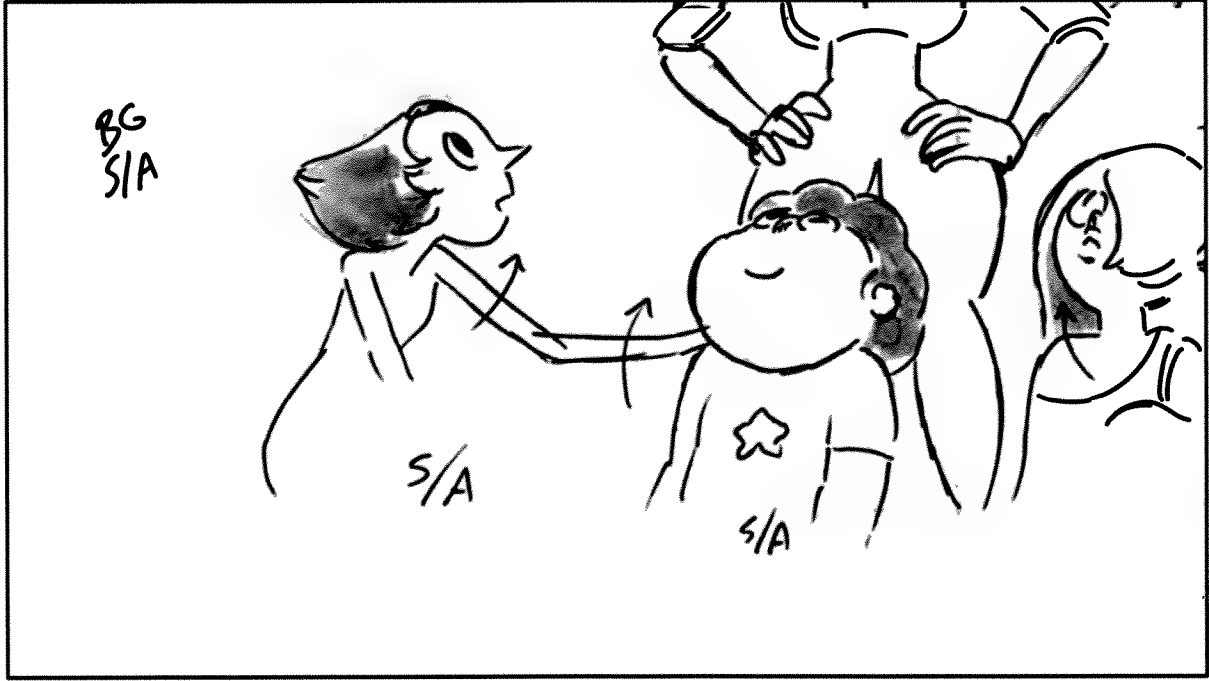
Scene 229 CONT Panel 5



Dialogue
Pearl: ... I'm sure someday you'll figure out how to activate your gem.

4¹⁵

Scene 229 CONT Panel 6

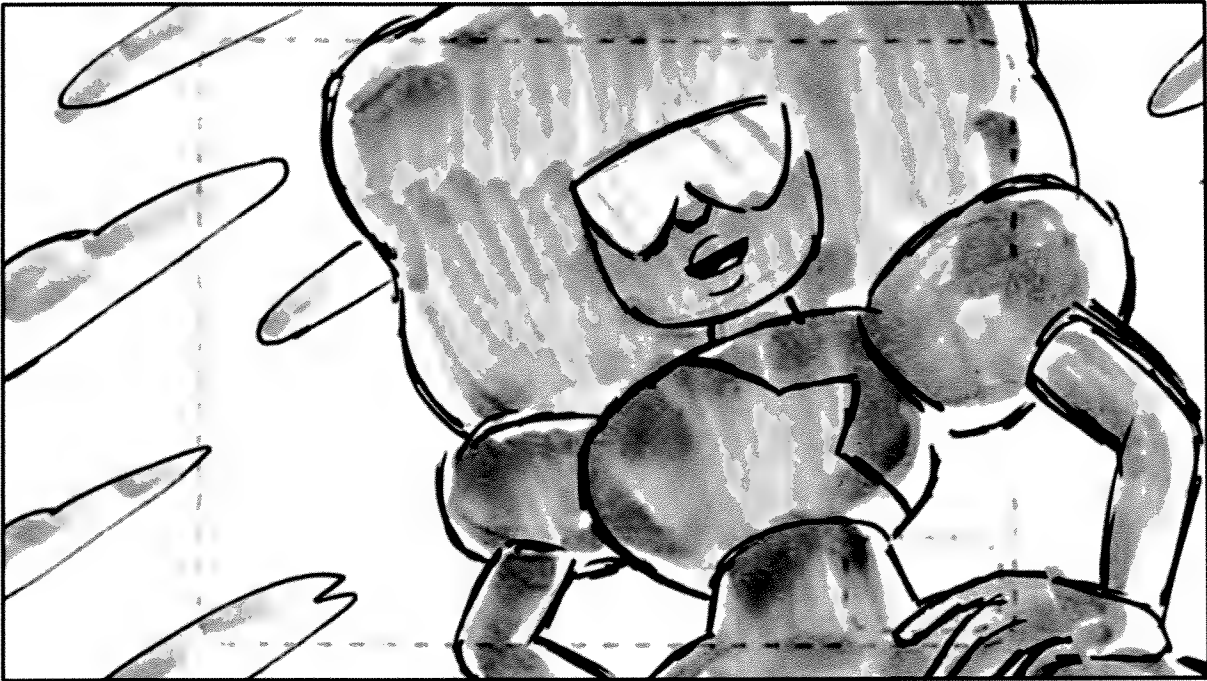


Dialogue
Garnet: yes.

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101

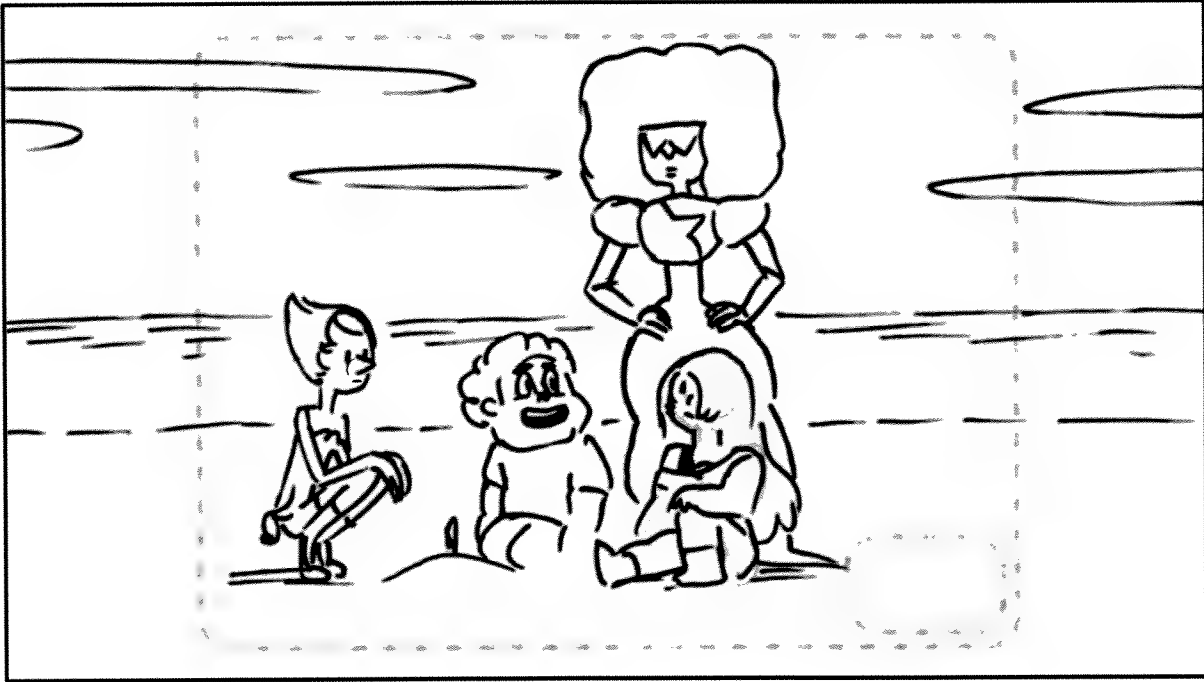
Scene 230 Panel 1



Dialogue
Garnet: In your own Steveny way.

404

Scene 231 Panel 1



Dialogue
Steven: I'm ok guys, I just...

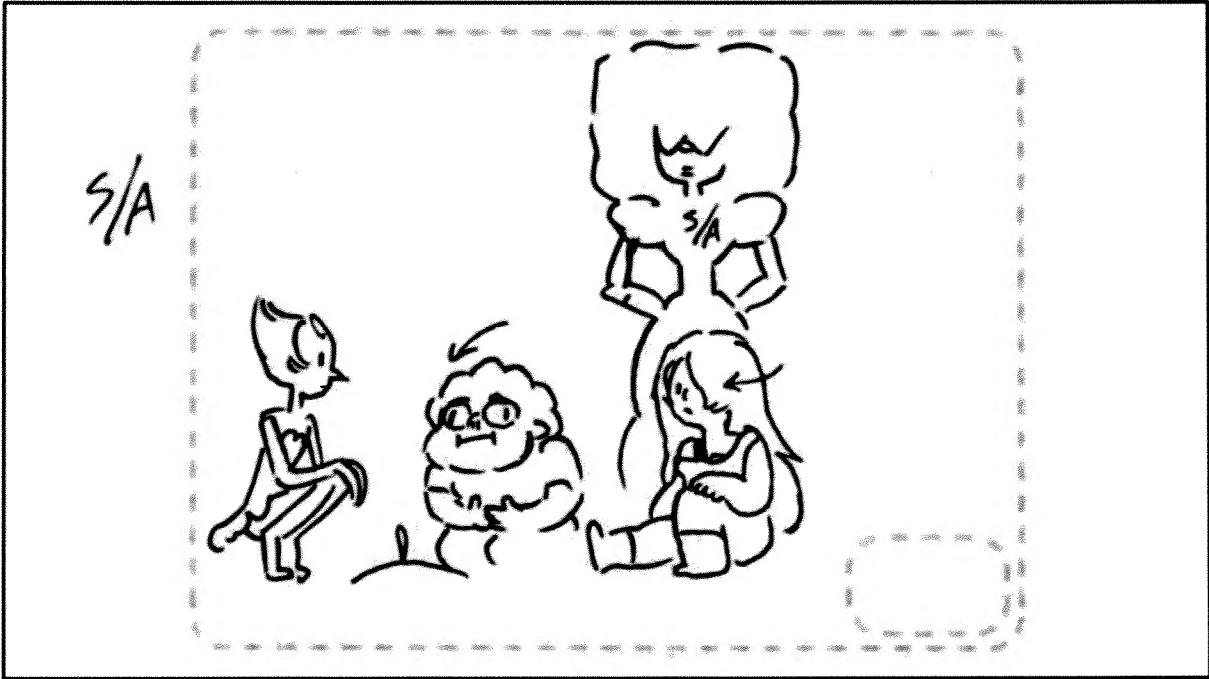
303

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1020 003

1020 003

Scene	23/cont	Panel	2
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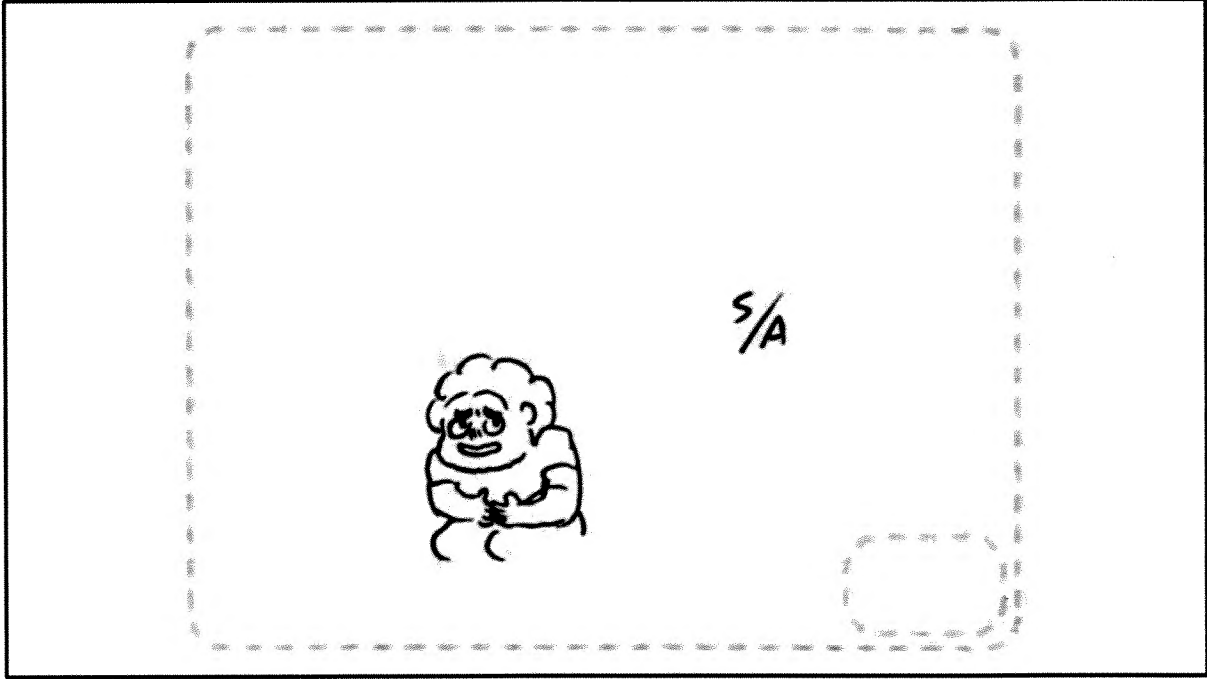


Dialogue

Steven noise: (Stomach growls)

205

Scene	23/cont	Panel	3
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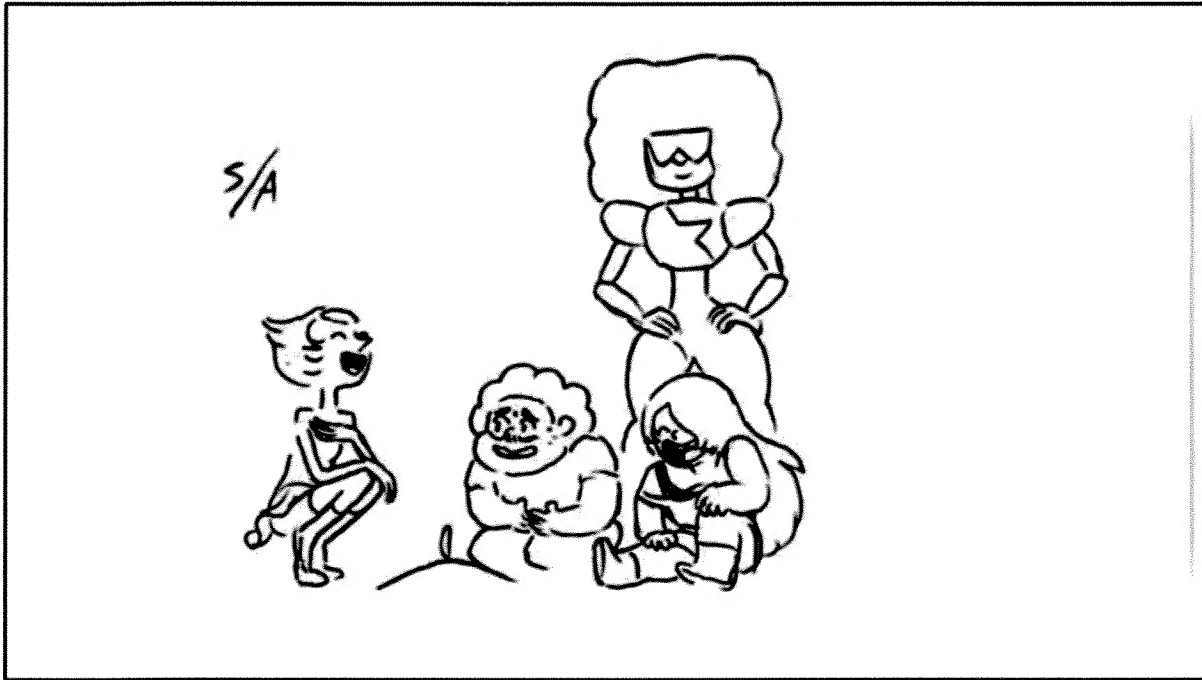
Dialogue

Steven: I think I ate to many Cookie Cats.

305

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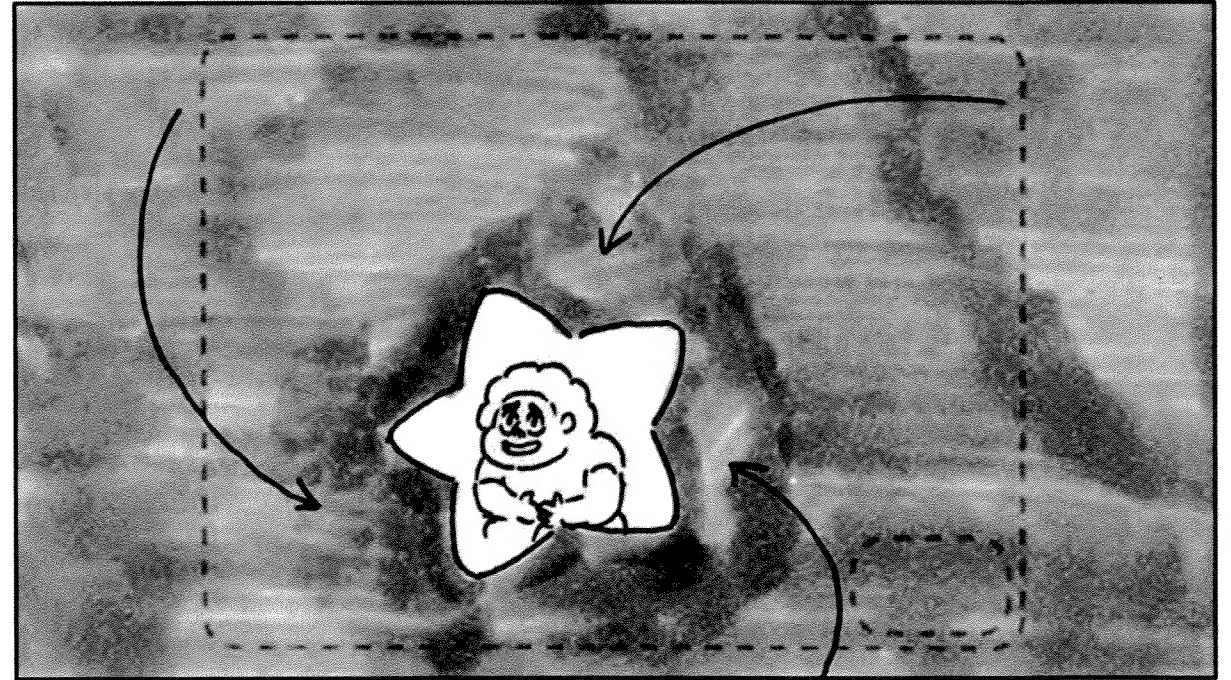
Scene	23/CONT	Panel	4
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Dialogue
(Girls laugh)

0¹⁵

Scene	23/CONT	Panel	5
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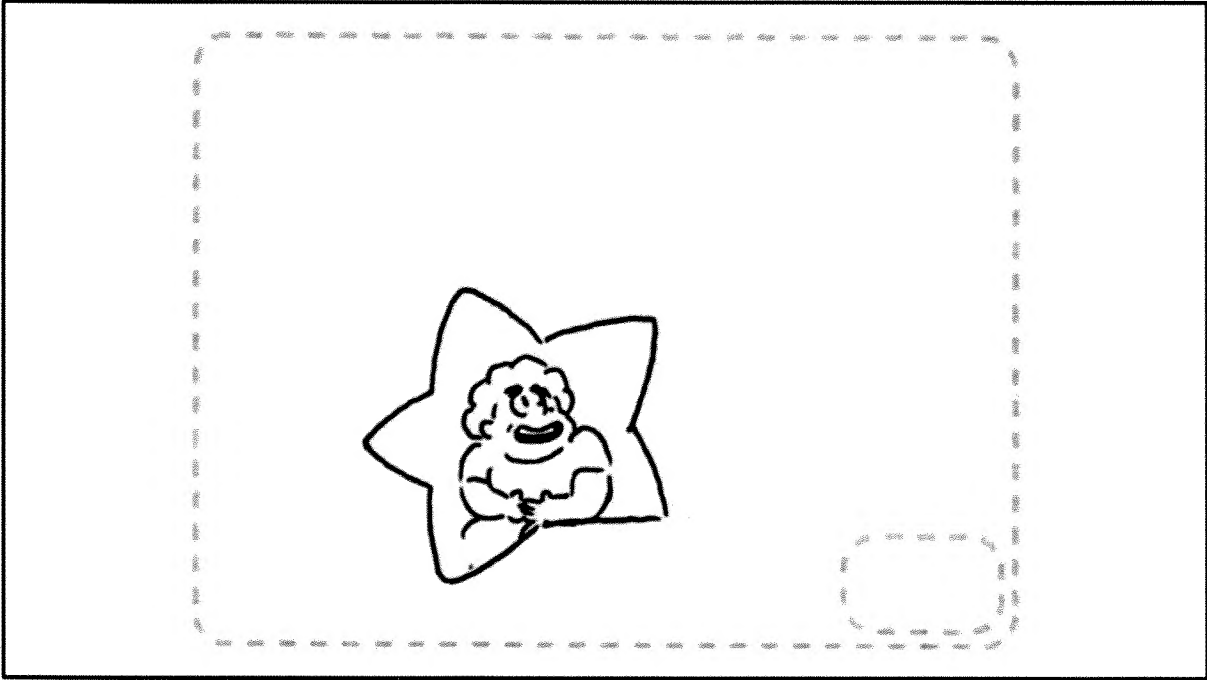
Dialogue
(Girls laugh continues)

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Action Notes
Star iris in

1⁰⁰

Scene	23/CONT	Panel	6
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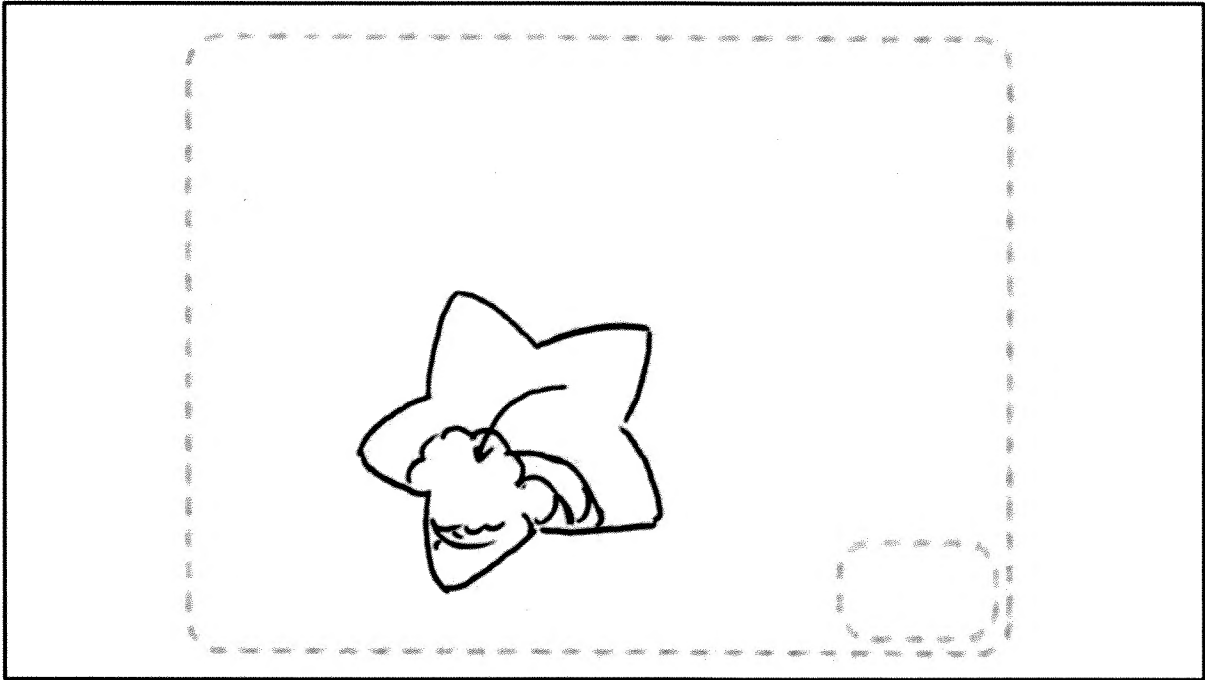


Dialogue

Steven (forced laugh): Eh heh heheh...!

3"

Scene	23/CONT	Panel	7
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Dialogue

Steven noise: (BARF)

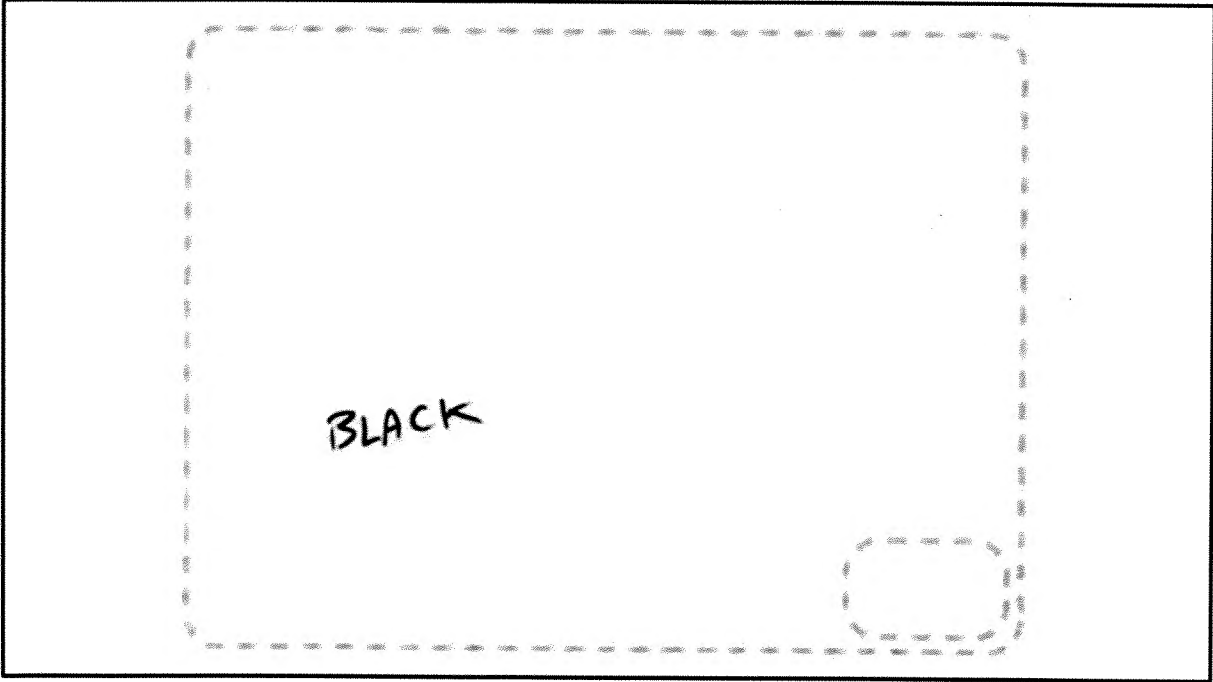
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2.05

1020 003

1020 003

Scene	23/cont	Panel	8
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1020 003

1020 003

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1020 003